

Mario Kart: Double Dash!! FAQ Final

by me frog

Updated on Jan 2, 2005

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D O U B L E D A S H ! !

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FAQ
For GAMECUBE
Rated E (Everyone)
Created on: 11/21/03
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Version Final

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### VERSION HISTORY

- ~~~~~
- 01/02/05 - Final The final update that I am making to this FAQ.
  - 12/15/03- 1.6 Added a few more shortcuts in.
  - 12/07/03- 1.5 Finished character quotes.
  - 11/30/03- 1.3 I finished all Battle Arena maps. Now all that's left is the Wario Coliseum map and a few more things to the additional chapters. I'm still going to be adding extra chapters, so don't think this FAQ is done yet!
  - 11/30/03- 1.0 Star Cup is complete! Yay! Also added the maps to Dino Dino

Jungle, Bowser Castle, Rainbow Road, Nintendo Gamecube, Pipe Plaza, and Luigi's Mansion. Expect to see some new chapters later today!

11/29/03- .9 Added the maps for the Star Cup and got the first level of the Special Cup done.

11/28/03- .85 Added the maps for the Flower Cup

11/27/03- .8 Added the Star Cup, and added a new chapter: Maps.

11/24/03- .52 Got the karts and got the secrets chapter in.

11/23/03- .51 Another cup and level done.

11/22/03- .25 This is the first version I actually sent in to GameFAQs, because I have completed the first of four cups. More to come tomorrow, and maybe later today, too.

11/21/03- .1 Well, a new project begins! I have gotten most of the game basics down.

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|                                     |
|          ~~~~~                      |
|          |%%%% Table of Contents (extended version) %%%%|          |
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This extended find is for people who want to go to one point instantly. Simply use your computer's FIND option and type in the given numbers and letters next to the chapter/section name. For example, say you want to go straight to the Introduction. Just bring up your computer's FIND and type in A101. You'll be instantly taken to the Introduction. This is very useful if you're stuck on a particular part in the game and only want to go to that part without having to scroll down all the way.

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|          ~~~~~                      |
|          |%%%%% Introduction %%%%%|   A101   |
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```

Hello everyone. It's me frog here, and this is my (counts in head) twelvth FAQ here on GameFAQs. This guide is simply a FAQ that covers everything about Mario Kart: Double Dash!!, which is the fourth Mario Kart game. The first was Super Mario Kart, a game that was very advanced for its time, with all the graphics and crap. On the Nintendo 64, Mario Kart 64 was released, and that was a huge hit. It was very fun to play, probably the second-best game in the series (besides Double Dash!!). The third was released on the Game Boy Advance, and it was called Mario Kart: Super Circuit. Unfortunately, I never actually got a chance to play that one \*gasp!\*, so I can't say how good it is. But hey, it's a Mario Kart game, so it has to be good!

Anyway, before I begin all the actual game info, I must tell you a little bit about this guide. This FAQ covers all four cups in the game, down to the last turn. If you're stuck on one specific part of a track, this guide will have that part included in it. It will also cover, in the future, the LAN option, and when the game becomes available online (Yes, it'll be online), I'll cover that also. Oh and a big note: NO this does not cover the bonus disc that you get when you preorder! This will only cover the actual game! Also, you'll need to know how to use this guide, because there are lots of different things in here. The main things I want to talk to you about are the headers. There are five different types of headers I'll use:

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|                                     |
|          ~~~~~                      |
|          |%%%%% CHAPTER/NEW SECTION %%%%%|
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|                                     |
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```

This means that there is a new chpater/section listed. No chapter/section header will be in all caps, and I am not numbering the chapters. Why? Because as I add more and more chapters to this guide (and that will happen), I'll have to be constantly changing chapter numbers.

```

+=====+
|                                     |
|                                     CUP HEADER                                     |
|                                     |
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```

This marks a new cup. You'll see four of these, one for each cup. They will all be listed in caps.

```

><><>-----<><><>
|                                     |
|          ><><><><><><>          RACE/TRACK          <><><><><><><>
|                                     |
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```

This is a certain type of sub-header, but it is an actual race/track. They will be listed in caps.

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~~~~~
SUB-HEADER
~~~~~

```

These things can be found within a race/track description or any regular part of the guide. They are not a set length; instead, however many characters the title

of the sub-header is the amount of characters the ~~~ will be. For example, "Sub-Header" is ten characters so there will be ten ~~~. Sub-headers are listed in caps.

```
-----  
SUB-SUB-HEADER  
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```

These can also be found within a race or any general chapter of the guide. They act like the same way sub-headers do, lengthwise. They are in all caps.

That's it for the headers. Also, sometimes I'll simply list things in CAPS. That can be some crucial information for you, but it isn't as important as most of the other things. You'll mainly find them in races, where I'll list good places to drop items that mess up other characters.

Okay, now that you are all familiar with the headers, it's time to move on to the next section!

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|  | %%%% Controls %%%  B101 |  |
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```

I am only listing the controls for racing. The menu controls are extremely simple, and you should be able to figure those out by yourself.

```
~~~~~  
CONTROLS (One player) B102
~~~~~
```

**CONTROL STICK:** You can move your kart. Pressing it forward when using an item causes you to throw items forward. Pressing it back while using an item causes you to throw items backward. If you press it forward or backward and you aren't using an item, then nothing will happen. You can press it left or right to steer and turn. The more you press it to either direction, the more you'll turn. You need to master turning.

**A BUTTON:** This is easily the most important button. Why? You can accelerate with this. When you start, hold the A button down to gather speed. If you let go, you'll slow down until you come to a complete stop.

**B BUTTON:** This button has two different types of functions. The first function is to brake. When you accelerating, if you press B, you'll come to a stop much more quickly than if you just let go of A. If you are not moving and you press B, you'll back up.

**X/Y BUTTONS:** These two buttons allow you to use items. Items are vital to your success; without them, you're close to hopeless when racing.

**Z BUTTON:** Pressing the Z button causes the character driving and the character using items to switch. This is important, and you'll find yourself switching a lot when you race.

**L/R BUTTONS:** If you use L/R, you can drift. Drift to the left while pressing L and drift to the right while pressing R.

**START BUTTON:** If you press this button, you'll bring up the pause menu. The pause menu allows you to view the controls.

~~~~~  
CONTROLS (Two players) B103
~~~~~

CONTROL STICK:

Driving player: You can move your kart around. All of the things you can do while playing single applies here, except you have no control over which way items are thrown.

Items player: Throw items forward or backward by pressing forward or backward.

A BUTTON: Accelerate. Player two can't do that much with this button except at the beginning (I'll explain more about that later).

B BUTTON:

Driving player: You can break and go backwards. This is just like in single player.

Items player: Use items

X/Y BUTTONS

Driving player: If you are holding an item, press X or Y to toss the item to the second player so that they can use them.

Items player: Use items

Z BUTTON: If both players press the Z button at the same time, they can switch positions.

L/R BUTTONS:

Driving player: You can drift, just like in single player.

Items player: Do a slide attack. I'll explain more about those later.

START: Brings up the pause menu. Only player one can do this.

~~~~~  
SPECIAL TECHNIQUES B014
~~~~~

-----  
Drift technique  
-----

This is one technique that is a bit difficult to master, but in a few hours you should have it down. To drift you need to hold both L and R, and then turn left or right. Drifting is one very useful technique that allows you to get through difficult turns without crasing at all. You'll slide to the side a little bit, but that can almost never be avoided.

-----  
Starting speed boost  
-----

When the back player is ready to push your character, DON'T HOLD A THE WHOLE TIME! Doing so will make you mess up completely when you go, and you'll fall way behind. Instead, wait just until you hear GO! and then press and hold A. You should get a rocket speed boost. This can be difficult, but there is one technique that I learned from Crazyreyn's excellent FAQ, which is that you should wait until Lakitu's arm comes down for a final time. I tried this out, and it helped me a lot.

-----  
Double Dash!!  
-----

This can only be done in co-op play. If both characters press A when the light turns green, you'll perform a Double Dash!!, which is a starting speed boost that's quite a bit more powerful than the power of what a regular starting speed boost would be.

-----  
Mini-Turbo  
-----

This is a complicated move to do, but it is very useful. How to do it depends on what type of game you're playing.

SINGLER PLAYER GAME:

You can do this in four steps. The first is to start drifting around a turn. Once you are drifting, tilt the control stick in the opposite direction of the turn and the sparks will turn red. Once the sparks turn red, tilt the control stick towards the turn, then away from it once more. The sparks should turn blue now. Stop drifting and you'll do a mini-turbo.

CO-OP GAME:

Another four easy steps here. The first is for the front character to begin to drift around a turn. Once that happens, the back character needs to tilt the control stick in the opposite direction. When the sparks turn red, have the rear character tilt the control stick towards the turn, then away from the turn. Once the sparks turn blue, stop drifting and you'll perform a mini-turbo.

-----  
Slide Attack  
-----

If you are playing co-op, the rear player should press L or R. They'll do a slide attack, which can steal items.

-----  
Stealing items  
-----

To steal items, the rear character can't be carrying an item. There are three different ways to steal items from other karts. If you want to steal an item, but are already carrying one, have both characters switch positions.

1. If you touch a star and hit a kart, you'll steal an item.
2. If you hit an enemy kart when you use a mushroom, you'll steal an item.
3. Only in co-op mode, do a slide-attack into a kart to steal an item.

```
=====
|                                     ~~~~~~                                     |
|           |%%%% Characters, karts, and items %%%%|           C101           |
|                                     ~~~~~~                                     |
=====
```

This section will list all of the characters, the karts, and the items in the game. So far I have completed the CHARACTERS section and the ITEMS section.

~~~~~  
CHARACTERS C102
~~~~~

Mario (medium weight) and Luigi (medium weight)

Special item: Fireballs

These items can be shot forward or backwards. They start as a single fireball, and then they'll split into five smaller fireballs, which can hit multiple karts at once. Very useful.

Donkey Kong (heavy weight) and Diddy Kong (light weight)

Special item: Giant Bannana

These bannanas are much bigger than your normal sized bannana, and they are tough to avoid. Once someone hits them, the giant bannana will split into three regular-sized bannanas.

Peach (medium weight) and Daisy (medium weight)

Special item: Heart

These things will surround the karts that Peach and Daisy are in, and if an item hits them, they'll catch it and be able to use it. It is a pretty nice item to use.

Koopa (light weight) and Patroopa (light weight)

Special item: Triple red/green shells

You can get three green shells or three red shells instead of the usual one to use. It is really useful if you are behind in a race.

Baby Mario (light weight) and Baby Luigi (light weight)

Special item: Chain Chomp

Who knew that helpless little babies could carry around a fearsome chain chomp. These guys will chase after other karts, and you could sit and laugh if you'd like.

Yoshi (medium weight) and Birdo (medium weight)

Special item: Surprise egg

These eggs will home in on rival karts. When they hit something, they'll explode and drop three items onto the track. They are usually three good items, like triple mushrooms and a star or something.

Bowser (heavy weight) and Bowser Jr. (light weight)

Special item: Bowser's Shell

Arguably the best special item in the game. It is just like the regular green shell, except it is MUCH bigger. It'll go bouncing around everywhere. This is a great item!

Wario (heavy weight) and Waluigi (medium weight)

Special item: Bob-omb

When someone hits this item, they'll go flying up in the air. It's great, because it can cause people to lose lots of time.

~~~~~

KARTS C103

~~~~~

Karts are what your two characters ride in during races. How heavy your character is depends on what karts you can ride. Your characters can only ride in a light kart if they are both light. Your characters can ride in a medium kart if one is medium and one is light or medium. All characters can ride in heavy karts, as long as at least one of the characters is heavy. I'm going to list all the karts now, in alphabetical order. Most karts must be unlocked by beating cups, so don't be surprised if you see a kart that you don't have.

-----

Light Karts C104



-----  
Light karts are pretty good. They have excellent acceleration, low top speed, and don't lose speed (well don't lose THAT much speed) when they go off the main track. If a heavy kart crashes into them, they can go flying.

Barrel Train: Speed           \*\*\*\*  
                  Acceleration \*\*  
                  Weight       \*\*\*

Bullet Blaster: Speed         \*\*\*\*  
                  Acceleration \*\*\*  
                  Weight       \*

Goo-Goo Buggy: Speed         \*  
                  Acceleration \*\*\*\*\*  
                  Weight       \*\*

Koopa Dasher: Speed           \*\*  
                  Acceleration \*\*\*\*  
                  Weight       \*\*

Para Wing: Speed             \*  
                  Acceleration \*\*\*\*\*  
                  Weight       \*\*

Parade Kart: Speed           \*\*\*\*  
                  Acceleration \*\*\*  
                  Weight       \*\*\*\*

Rattle Buggy: Speed         \*\*  
                  Acceleration \*\*\*\*  
                  Weight       \*\*

Toad Kart: Speed             \*\*  
                  Acceleration \*\*\*\*  
                  Weight       \*\*

Toadette Kart: Speed         \*  
                  Acceleration \*\*\*\*\*  
                  Weight       \*\*

-----  
Medium Karts C105  
-----

Medium karts are pretty good, because they have decent everything. They won't lose that much speed when going off track, and they have an okay top speed. You'll wish their acceleration was better during some tracks but overall, you'll like medium karts. Use one if you're first starting out.

Bloom Coach: Speed           \*\*\*  
                  Acceleration \*\*\*  
                  Weight       \*\*

Green Fire: Speed           \*\*\*\*  
                  Acceleration \*\*  
                  Weight       \*\*

Heart Coach: Speed           \*\*  
                  Acceleration \*\*\*\*  
                  Weight       \*\*\*

Parade Kart: Speed \*\*\*\*  
Acceleration \*\*\*  
Weight \*\*\*\*

Red Fire: Speed \*\*\*  
Acceleration \*\*\*  
Weight \*\*\*

Turbo Birdo: Speed \*\*\*  
Acceleration \*\*\*  
Weight \*\*\*\*

Turbo Yoshi: Speed \*\*  
Acceleration \*\*\*\*  
Weight \*\*\*

Waluigi Racer: Speed \*\*\*  
Acceleration \*\*\*  
Weight \*\*\*

-----  
Heavy Karts C106  
-----

Heavy karts should only be used by experts, since they have terrible acceleration, but VERY high top speed. If they go off track, they'll lose a tremendous amount of speed, so you'll have to practice staying ON track here. On some tracks with killer turns, you'll REALLY need to be good at drifting to survive with a heavy kart.

Boo Pipes: Speed \*\*  
Acceleration \*\*\*\*  
Weight \*\*\*\*\*

DK Jumbo: Speed \*\*\*\*  
Acceleration \*\*  
Weight \*\*\*\*

Koopa King: Speed \*\*\*\*\*  
Acceleration \*  
Weight \*\*\*\*\*

Parade Kart: Speed \*\*\*\*  
Acceleration \*\*\*  
Weight \*\*\*\*

Piranha Pipes: Speed \*\*\*\*  
Acceleration \*\*  
Weight \*\*\*\*\*

Wario Car: Speed \*\*\*\*  
Acceleration \*\*  
Weight \*\*\*\*

~~~~~  
ITEMS C107
~~~~~

These are the items that all characters can use. They are determined randomly. You'll see a little square at the top of your screen whenever you grab an item. It'll be items cycling through, and it'll get slower and slower, until it stops at one item. Keep in mind that some items are more common than others. Also, if

the rear character is already carrying an item, you won't get another, so switch characters if that's the case. Also, there are two types of item boxes. There are single item boxes, which give the rear character an item, and then there are double item boxes, that give both the front and the back characters items. Remember that sometimes items will fall on the track. If you touch those items, they'll instantly take effect.

#### BANNANA

These things can be thrown forward or backwards. They are small, and you can place them on the track. Whenever a kart runs into one, they'll lose control of their kart and spin out. This is a very common item.

#### GREEN SHELL

These are probably the most common item, aside from bannanas. If you shoot them, they'll go in a straight line, a bounce around the track until somebody hits them. They can last forever if they aren't touched. Keep in mind that you can get hit by these also! These guys can be thrown either forwards or backwards.

#### RED SHELL

Red shells are useful items. If you shoot a red shell, it'll home in on the kart that's in front of you, and it'll stay homed in no matter how far away that kart is. You can tell when you have hit somebody because the character that used the item will jump up and down. These guys can be thrown either forwards or backwards.

#### SPINY SHELL

This is the coolest item ever, the most annoying item ever. Your choice. It will track down the person in first place, and it doesn't matter if they are nine-tenths of a lap ahead of you. Once they are hit, there will be some cool explosion that will damage all other karts within its blast radius. This will also cause the character to drop all of their items. This item can be very annoying if you're the one in front, because it can cause you to lose your first place position (and a few good items if you have them). If you are someone who saves stars, use one whenever you think a spiny shell is coming at you. The spiny shells are quite rare, but they are worth it. On a final note, the spiny shell doesn't appear in battle mode.

#### FAKE ITEM

This item can be very annoying. It looks just like a regular item box, except it has an upside down question mark and is red. Computer characters place these guys in some pretty nice places, so you will have to swerve out of the way just in time to avoid them. Don't think that these are easy to spot far off, despite their color and appearance; you won't be able to tell if it's fake or not until you are up close.

#### MUSHROOM

A useful item that gives your kart a brief burst of speed.

#### TRIPLE MUSHROOM

Rarer than the Mushroom, this item will give you three mushrooms to use. Very handy.

#### STAR

Easily the best item in the game. The star does lots of things. One, it makes you invincible, so that you can run over terrain such as grass and dirt and not slow down. Two, any kart you run into will spin out, and you'll be able to claim their items. Three, these guys increase your kart's top speed, which is always a good thing. The only thing that sucks about the star is that it doesn't last very long.

THUNDERBOLT

A very annoying item. This will only appear if you are behind the pack, and if you have it in your hands, it can help you. It'll strike all other seven opponents, and that'll make them spin out, drop their items, and shrink. Shrinking reduces their top speed. The effect is brief, but enough for the person using it to get up at least one place.

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|                                     |
|          ~~~~~                      |
|          |%%%%%   Track Guides   %%%%%|   D101          |
|          ~~~~~                      |
|                                     |
=====

```

Okay, let me list the basic rules before I start the guides. There are four cups: Mushroom Cup, Flower Cup, Star Cup, and Special Cup. The Mushroom, Flower, and Star cups are unlocked instantly, but you must unlock the Special Cup by beating the Star Cup on 100cc. That brings up another thing: there are three difficulty levels. They are 50cc, 100cc, and 150cc. 50cc is the easiest and 150cc is the hardest. Sixteen characters and eight karts participate in races. At the end of the set number of laps, you'll be awarded points depending on your place. This is how the placement goes:

```

-----
PLACE  | POINTS |
-----
1st    | Ten    |
-----
2nd    | Eight  |
-----
3rd    | Six    |
-----
4th    | Four   |
-----
5th    | Three  |
-----
6th    | Two    |
-----
7th    | One    |
-----
8th    | Zero   |
-----

```

At the end of the four races in the cup, whoever has the most points is the winner. The first, second, and third place winners all get trophies. If you get a trophy, the trophy data saves to your memory card and you get to enter your initials. Those are all of the rules, basically. Also, I'd like to point out the difficulty ratings:

DIFFICULTY RATINGS:

- \* Very easy
- \*\* Easy
- \*\*\* Moderate difficulty
- \*\*\*\* Hard
- \*\*\*\*\* Very hard

-----PLEASE NOTE-----

All difficulty ratings are based on someone's first time through a track. Remember, the more you do a track, the easier it'll get!

Also, I'd like to point out how I list a track. First, I do a brief summary of

the track. That's like telling you the description and what to expect. The track guide actually lists the whole track in extreme detail, so wherever you're stuck, you can find it. Also, since bannanas/fake item are always good to take out enemies, I've listed some convinient places to drop them. Finally, I've listed the "alternate paths" that you can take, which is usually the long way. All shortcuts are included in the track guide.

```
+=====+
|                                     MUSHROOM CUP   D102                                     |
+=====+

><><>-----<><><
  ><><><><><><>          LUIGI CIRCUIT          <><><><><><><>
<><><<-----<><><<
                    -----DIFFICULTY: *----- MC101
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~~~~~  
BRIEF SUMMARY

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This track is, like the first track of all racing games, extremely easy, even for the beginning player. There is a huge chance that someone will come in first even if they have never played the game before. Halfway through the first lap, you should've picked up on all the controls so going through will be no problem. There are some speed boosts here, a couple of hard turns, and the first of many obstacles you'll see in the game (chain chomps), although the obstacles aren't that much of a threat.

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TRACK GUIDE

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You'll start the track on a minor striaightaway. At the end is a speed boost and then a drop off. Keep in mind that this is a good place to drop your fake item boxes, since most characters are going to have trouble avoiding them if you place them on a speed boost. You'll have to be quick in dropping them or you'll be shot forward too soon. Anyway, a small section of straight track and then a slight turn to the left follows this. The tack will become straight and start to go downhill. You'll see a bunch of item boxes all lined up nicely next, so it shouldn't be that much trouble grabbing one. There is then a long, shallow turn to the right. There is a chain chomp on the right side of the road in the middle of the turn.

What's so bad about this chain chomp, you ask? Well, it doesn't cover up much of the main road, but if you are taking the inside, you'll run into it. Doing so causes you to spin out, which is never good. Next is an extremely long turn to the left, although it is very shallow. This is the spot in the track that will put you ahead even if you're in sixth or seventh place because if you go over the small dirt area on the wide part and onto the concrete, there are TONS of speed boosts lined up nicely. Near the end of the speed boosts are some item boxes, and note that some of the boxes are double item boxes. They stretch all the way out to the concrete, so you should be able to grab one.

Next is a section of straight track, and at the end of the straight section is a speed boost and a drop off, just like at the beginning of the track. There is a very small turn, hardly noticeable, after that. Also note that if you take the outside, you'll be near some grass which will slow you down. And on the left side is a wall. I'd stick to the middle, just to be safe. There are some item boxes here, and also a shallow turn. Next, the track will head uphill and then in the distance you'll see another long turn to the left, although it's very shallow. Again, there is concrete on the outside, which is populated by many speed boosts. Don't miss this wonderful opportunity to get ahead of the pack!



Okay, you'll start out on a very long straightaway. Just stay in the center here because there is grass on both sides, and on the grass are palm trees. Double whammy if you get pushed to either side! Anyway, once this long straightaway is over, there will be a long turn to the right. This turn is pretty easy, and you won't have to drift or hold R to get through it, but it IS a bit more challenging than the turns that you faced in the first course. About halfway through, you'll find some item boxes here, all lined up. Unless you are WAY behind, you should be able to grab at least one of them. Once that turn is over, you'll reach the beach. Here, you'll have a fork in the road.

The split on the right is the one I'm going to describe here; I'll describe the split on the left in the alternate paths section. I personally find the right split to be a lot more helpful, although the left is missing enemies. Anyway, there is water in the very center, but that shouldn't be too much of a problem for you. So anyway, this first split contains tons of obstacles, but half of them are in some water that only slows you down if you go in it. I'd stay in the center of the sand, moving out of the way of obstacles if they get in my way. I should note also that this whole beach part is a long turn to the left, although it isn't much trouble. When you see a slight "dip" in the sand, that's where the two tracks are merging.

There are a bunch of item boxes located where the tracks merge, but they seem to be scattered in random places. You should also note that this is another sandy area with water to the left and grass to the right. There are some enemies wandering around here also, so be careful not to hit them. Once you get near the end of the track, the track will become rock and stone again, and there will be a short, easy turn to the right. You'll then go uphill on a stone path for a while. There are many item boxes on this path, which is good, although you need to note that all of the item boxes are moving back and forth on their own. This hill is a big straightaway, so you don't need to worry about any "blind" turns or something.

Once you get to the top, if you somehow missed all the item boxes, or want a double item box, and you are willing to pay some valuable time, you can go straight to the second alternate path. Otherwise, just continue going straight, past the big fountain. It's a straightaway, so stay in the middle, avoiding the grass, and you shouldn't have any trouble at all. Once you get past the straightaway, you'll have passed right through the start/finish.

#### GOOD PLACES TO DROP BANNANAS/FAKE ITEM BOXES

-Right where the two track merge in the sand. The other characters will have short time to react if they see that.

-In the center of the long, stone path with all the item boxes moving back and forth. Place it in the middle, about halfway through. Since most characters will be going straight up, hoping to get items, they'll most likely swerve out of the way and hit a wall if they don't hit the actual box (I've seen this happen many times)

#### ----- ALTERNATE PATH ONE -----

This alternate path is the left split in the fork in the road. It contains a speed boost and some item boxes, but you'll have to suffer through deep water near the end of it. However, it IS missing those annoying enemies that throw you way up in the air. At the start, there is a slight turn to the left, and then you'll see a ramp that is also a speed boost. Hit the speed boost/ramp and in the air there are two double item boxes for you to grab. When you land you'll notice that the track has become extremely narrow and that there is a HUGE palm tree blocking you. Also, note the fact that there is water on both sides of you, so don't swerve. The next part is COVERED with water for a long time.

You can go through it, but it really slows you down. Anyway, sometimes the water recedes, but it's rare. After that the tracks merge.

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ALTERNATE PATH TWO  
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This is a really small alternate path. Once you get to the top of the path with all the item boxes moving back and forth, you'll notice that there is a path to the left. If you do a drift around that, you can drift around the whole fountain. There are some double item boxes there, but it isn't really worth it since you lose a lot of time. Maybe if you're in first place...

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ALTERNATE PATH THREE  
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On peach beach, after the start, you can go straight ahead. Instead of taking the turn to the right, turn onto a little concrete road that leads to the right and there will be a warp pipe which will spit you back out. A little fun thing, although it doesn't help you in any way.

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=====END OF TRACK=====

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      ><><><><><>           BABY PARK           <><><><><><>
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                -----DIFFICULTY: *----- MC103
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BRIEF SUMMARY
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I'm so damn \*\*\*\*ing insulted here. Okay, it looks like Nintendo got really lazy and said, "Ya know what, we can't think of anything good, so let's just put a big circle in with no obstacles and call it a track!" Seriously, that's all that this thing is. And it is REALLY annoying. There is really nothing else in the whole entire track, and a single lap takes a freaking ten seconds, so don't expect this to be that big of a track guide.

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TRACK GUIDE
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Okay, prepare for a short guide. If you even need help on this track, then... get a therapist. NOW. Anywawy, let me start. Okay, you'll start on a very long straightaway. There is literally nothing in your way, although in the later laps, this area can be peppered with bannanas and fake item boxes. Note that the track is very wide, so running into walls won't present that much of a problem. Just stay in the center the whole time, unless you're trying to avoid an item box, and you'll be fine. At the end of the straightaway, you'll see a TON of item boxes. If you're in first place, then not getting an item from one of these boxes is next to impossible. Why? Because they are all lined up perfectly with little to no space in between each.

Whoa, I hit a second paragraph. Anyway, the difficult part in the track is the turns; each turn is harsh and if you are just starting this game out, you could crash. Right when the turns starts, drift to the right and continue to drift until the turn ends. Here, there is another long straightaway that looks pretty much EXACTLY like the first straightaway. Again, item boxes are scattered near the end of the straightaway and then, yes, there's the drift turn. Do the drift the same way that you would do the first drift and you'll do fine. There is a small section of straight track next (and by this time some items might have



already been laid out for you, so be careful) and then you'll see the start/finish right in front of you.

Oh, I'd like to note that this track has seven laps instead of the usual three (go figure), and that items that bounce off walls, like shells, can cross over from one side of the track to another, so don't feel safe if you're the only one on a certain side of the track.

#### GOOD PLACES TO DROP BANANAS/FAKE ITEM BOXES

-There is really only two good places, and those are in the center of each of the drift turns. Since the characters have to swerve during that, if they have to avoid a banana/fake item box, it'll make the turn even harder.

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There are no alternate paths in this track that I am currently aware of.  
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=====END OF TRACK=====

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-----DIFFICULTY: \*\*\*----- MC104

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BRIEF SUMMARY
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Well, I'm glad Nintendo thought of something better than, say, the first level of Super Monkey Ball as a track. This is some tough crap for a beginning player, so if you are just playing this track for the first time, don't expect to get first place and get halfway ahead of everyone. There are now TWO different obstacles that you have to avoid, and both are very annoying. There is also one obstacle that is easily the most annoying thing in the world, and I'll explain that when I get to the area of where it's at. As you might of guessed, this level takes place in the Dry Dry Desert from Paper Mario. It isn't the exact place, but the setting comes pretty close to it.

The track also has some parts that can slow you down a lot. Prepare to be frustrated.

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TRACK GUIDE
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You'll start out on a long straightaway. To save space, so I won't be telling you everywhere that "sand is on each side", be prepared to have to face sand on EVERY side in practically the whole track. Damn, that sucks doesn't it? But, they had to make this track hard, it's the last one of the cup! Okay, getting off track here. Anyway, the straightaway is of some moderate length, and there are surprisingly no item boxes at the end of it. After the straightaway, you'll go straight into a turn to the right. It should give you no trouble at all. There are some item boxes at the end of this turn, but not that many. Also, they seem to be scattered in random places in a tight area. If you are behind the pack, don't expect one to be waiting for you.

Here, the track will become noticeably thinner (the main track; the rest will remain the same), and there will be a swerve to the left. There is then a turn to the right after that. Next, the track will widen a little again, and it'll become straight again. But not for long. Next, the track will turn to the left once more, and it'll become thin... again. Next, the track will curve to the right, and there will be four item boxes waiting for you at the end of the turn.

Here comes the tornado. Yes, a twister. This little guy is annoying as hell. Get close to it, and it'll suck you in and throw you up in the air, causing you to lose TONS of time. Basically, it acts just like a bomb or one of the enemies in Peach Beach.

Now, you'll encounter the quicksand. This is a nice idea, but it's even more annoying than the tornado. The thing about the quicksand is that if you get cuaght in it, it can take FOREVER to escape and you'll most likely lost TONS of time. The reason is because the quicksand is constantly pulling you towards the center. Sometimes, you can spend forever and ever trying to escape, and then you'll just get pulled into the quicksand anyway, which can REALLY piss you off. The screen will blacken and Lakitu will have to pull you out. This whole thing can cause you to lose your position, easily, and maybe put you all the way back to seventh or eighth place! The thing to do is to go around the edges on either side.

However, the edges on each side are extremely thin, and it can be hard to maneuver through it. Sometimes you'll get caught in the quicksand, but if you react quickly, you can get out again while only losing about a quarter of a second or so. After that original torture, you're rewarded with some item boxes (and the track will widen again). You'll find two enemies from the Dry Dry Desert in SM64 (forgot their names; they're the spiky caterpillars) and in between them will be a double item box. If you are willing to take a risk, you should go ahead and try to grab it. If you don't want to try to grab it, there are plenty of item boxes up ahead in the track so don't worry. You'll now encounter what appears to be a HUGE area.

This huge area is peppered with small hills, and on top of each hill is an item box. Near the end, there are some spiky caterpillars that can be annoying, but there are some double item boxes to be grabbed also. Yipee. Once you're through the huge area, the track will become its normal size again. The track will go uphill, and there will be a turn to the right. The turn isn't anything hard, so don't freak out, although the track becomes somewhat thinner. You should now be able to see the start/finish in the distance. Right before the start/finish, there is a VERY shallow turn to the right, but if you're on the outside of it, you can ram straight into one of the walls.

After that is another very small turn, and then the start/finish.

#### GODD PLACES TO DROP BANNANAS/ITEM BOXES

-A great place would be around the edges of the quicksand. This will cause the characters to either run into the boxes, get on the rough sand, or get into the quicksand. None of the choices are good. Just make sure you don't run into the boxes/bannanas yourself!

-Near the tordanos; this is great since if they hit the boxes, they will probably fly into the tornado.

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There are no alternate paths in this track that I am currently aware of.  
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=====-END OF TRACK=====

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BRIEF SUMMARY

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This is one of the main attractions of the Mushroom Kingdom, the Mushroom Bridge. Since the people who organized the Grand Prix are freaking idiots, they haven't closed down the bridge even though people in karts are racing. Must've been drunk. Anyway, this bridge has tons of obstacles, but they are all basically the same type of thing: vehicles (c'mon, you knew that, didn't you?). There are some big trucks, some small cars, some things that are thin and some that are large. They all move pretty slow and they won't be suddenly switching lanes, so you don't have to worry too much about them. Still, they can be a complete annoyance to you. Here, you also get to go into a warp pipe, which is always a fun thing.

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TRACK GUIDE

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You'll start on a small section of straight track. There will be a slight turn to the left soon after. Oh, before I say anything else, I'd like to tell you that the track is wide, and stays wide, for the whole thing. That's good, but the only drawback about that is that there are WAY too many cars on the road. Anyway, this turn lasts for a little while. There are fences on each side to stop you from flying off, in case you were worried about that. When the turn comes to an end, you'll enter a tunnel. This is the first of two tunnels, and nothing really changes except that the amount of cars and trucks increase. I'd also like to note that there are tons of item boxes in this tunnel, but they are scattered about, and not all lined up nicely.

So anyway, this tunnel is basically straight. Once you exit the tunnel, you'll find that there are more cars/trucks for you to deal with here. Oh, what joy. Anyway, there will be a long turn to the left once you exit the tunnel. It's nothing serious, and you aren't going to have to hold L to get through it. Note that there's a fence on your left and some grass on your right, so stay in the center the whole time unless you need to move out of the way because a car/truck gets in your way. Once that turn is finally over, the track will become straight yet again. There will then be a small turn to the right, that shouldn't be that much trouble for you. The rest of the outdoor section here is a straightaway with little cars/trucks.

You'll enter the second tunnel next. This is pretty much like the first, except that it goes uphill and is longer. When you start, you'll be going up hill and taking a shallow turn to the left. This shallow turn is quite easy, and it lasts for a while. Basically the whole track, actually. Once you exit the tunnel, you'll find that there aren't that many trucks/cars. Also, the turn that you took when you were in the tunnel will continue here, for just a little bit more. There aren't any grassy areas here either, just two fences, so it's okay to hug the corners without fear of slowing down due to some grass/sand/whatever. Once the turn ends, the track will become a straightaway. As usual, you should stay in the center.

You'll come to the Mushroom Bridge. If you want to take a risky shortcut, look at alternate path four. Otherwise, just continue going straight. The bridge has no turns, and is quite short. There are some item boxes scattered around randomly, and there is a huge truck that should remind of Wiggler. Avoid it. Once you get past the bridge, the track continues to go straight. You'll then come to the start/finish.

GOOD PLACES TO DROP BANNANAS/FAKE ITEM BOXES



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BRIEF SUMMARY
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This track is like Luigi Circuit, in that it has the same setting and crap, but it is a little more challenging. Still, it isn't that difficult, which means you should easily gain first place. Two new obstacles/enemies are introduced here: goombas and Piranha Plants. They can be irritating, but you'll have to live with it. They are also easy to avoid, so it shouldn't be THAT much of a problem.

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TRACK GUIDE
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You'll start on a straightaway. You should note that there is dirt on both sides of the track, so stay in the center to avoid slowing down at all. That straightaway lasts for a short while, and then you'll come to five item boxes, all lined up nicely so they aren't that hard to miss. Once you grab an item, continue straight for just a little more. There is then a shallow turn to the left. This turn is long, but it shouldn't give you any major problems. Just tap the control stick a few times to the left and you should get through it easily. Once you are done with the turn, there is another straightaway. This straightaway is brief, and there is dirt on both sides. Unless you somehow got off center when taking the previous turn, this should give you no problems.

There is then a turn to the right. This turn actually turns out to be a U-turn. You aren't going to have to drift or hold R on it, but you should hold the control stick all the way to the right if you want to make it without going off the main course. Once the U-turn is done, there is another brief straightaway. To your left, you'll see a chain chomp, but it doesn't go onto the main track. Unless you are cutting across the grass to save time (that'd be logical only if you had a mushroom), then you don't need to worry about it. But be careful later, because once you start a turn to the left, the chain chomp will jump out and onto the left side of the track, so don't take the inside of the turn unless you have a star.

This turn lasts for quite a while, and it goes uphill. You'll know that you're nearing the end of it when you can see Princess Peach's castle in the distance. There is a brief straightaway next, and at the end there are four item boxes for you to take. Then there is a very slight turn to the right and you'll enter a tunnel. The track gets slightly thinner in the tunnel, and there is dirt on each side so stay in the center the whole time, unless you're dodging an item. At the end of the tunnel, there is a slight turn to the right but it shouldn't give you any trouble. Once you exit the tunnel there is a brief straightaway. You'll then cross over a stone bridge that heads downhill, but it remains straight so there's nothing to worry about.

You'll then cross over a sandy area. This area is full of Piranha Plants sticking out of pipes on the sides of the road. The Piranha Plants will snap at you so stay in the center to avoid being hit by them. If you are hit by them, you'll flip over and your items character will fall off the kart and hang on for dear life as you drive =) There is a turn to the left next, and it shouldn't give you any type of trouble since it is quite small and shallow. After the turn there is a straightaway. As you come to the end of the straightaway, you'll be faced with a lot of item boxes. Grab some items if you need them, and then take the turn to the right. This is a short turn, and shouldn't give you any trouble. While it may seem reasonable to hug the corner, DON'T!

The reason is because if you hug the corner, you'll finish the turn and find yourself face to face with a goomba. Yes, you have now encountered the infamous goombas here. Glad they decided to include them. Anyway, this part of the track



so that there's literally NO room in between each. As long as you just drive through that area, you should grab one if none have been taken yet. So after this, the track will continue straight for a little while, and then there will be a sudden, 90 degree angle turn to the left. You will probably have to hold L on this turn to avoid crashing into the wall. Anyway, you'll drift down some stairs and then you'll want to instantly turn your kart to the right. There isn't a turn YET, but there will be in about a second.

Okay, once you take the turn you'll have to go around the pool. Just make sure you don't fall in the water by staying in the middle of the track. You'll have to go around to the right, and the turn shouldn't give you any problems whatsoever. The turn lasts for quite a while, but then there will be another 90 degree angle turn to the left (where the arrow is), so shift to the left wall to prepare for it. It might be a good idea to drift holding L while taking the turn, just so you don't crash into the wall. You'll go down a long series of stairs. While going down these stairs, you'll have to take a turn to the left the whole time. Once you get past the stairs, go straight for a short while and then you'll have to take another brief turn to the left.

There is a long straightaway here. In the distance, you'll see the entrance to a tunnel. This is the entrance to the mysterious room that always tilts back and forth, causing tables to slide across the room. You're going to have to avoid these tables. Yay... So anyway, take the straightaway and then enter the room. You'll see TONS of tables. Now you can take a risk, and go around the whole interior of the room by taking the little "sidewalk" on the outside, located near the start, or you can do what I always do, and drive straight through. It's not that difficult, although occasionally you might have to move out of the way of a table. Just go diagonally down to the left the whole time, and you'll reach the other side.

I'd also like to note that there are tons of item boxes, mostly double item boxes, moving back and forth along with the tables, if you want to grab them. Okay, once you are through the table room, take the 90 degree turn to the left. Go through the straightaway and then take the 90 degree turn to the right. There is a shortcut here that I'll describe. You see that whole on the right side? I know what you're thinking: Don't take it, it's bad! Well, actually, it's not bad. Fall through, and head diagonally to the left. Grab the double item box and go through the little tunnel. You'll be rocketed towards the start/finish. Okay, if you weren't in first place, you should be closer, if not already in first place, now.

Take the straightaway, and then the turn to the right. You will probably have to hold the control stick all the way to the right in order to complete it. There are some item boxes on the other side as a reward, but you should still have those items from the double item box in the shortcut area. Anyway, you'll be going down a straightaway next. In the distance, you'll see some stairs and two life...tube...things. If you go through the tubes, you won't slow down at all. Going up the stairs doesn't make you slow down either. Anyway, once you're up the stairs, the dock becomes very, very wide again. Just go diagonally to the left and then you'll see the oh-so-wonderful start/finish line.

#### GOOD PLACES TO DROP BANNANAS/FAKE ITEM BOXES

- anywhere in the center of the table room, since it makes it harder for other characters to avoid the tables
- when you take alternate path one, after you take the small turn to the right that leads into the narrow area of track, place it in the center of the narrow area.

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ALTERNATE PATH ONE

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If you choose not to take the shortcut, then this is the path you should take:  
go past the hole, and take the 90 degree turn to the left. Go down the straight  
section of track, and then hold R to take the 90 degree turn to the right. Go  
down some more straight track and then up the hill. Take the 90 degree turn to  
the left here, by holding L. Right after, hold R to take the small turn to the  
right. Go down the narrow area.

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ALTERNATE PATH TWO  
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When going down the stairs to the pool area, you can make a really tight  
turn around the stairs and then go round the other side of the pool (requires  
some real sliding skills). It's really good for time trials.

=====END OF TRACK=====

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-----DIFFICULTY: \*\*\*----- FC104

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BRIEF SUMMARY
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The first four-star track. Trust me, if you are a beginner, this isn't going to  
be that easy. There are a bunch of difficult turns to make, TONS of obstacles,  
one new type of obstacle that really pisses you off, and a jump you have to make  
and if you mess up, you'll end up way back earlier in the track. Annoying, isn't  
it? Still, this is a very enjoyable level to play, and there are some people  
cheering in the stands for you, and they'll get all pissed if you mess up, so  
make sure your two characters put on a good show!

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TRACK GUIDE
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Damn, this is a big track, which means it'll be difficult to write for. Okay,  
you'll start on a straightaway. Shortly after the straightaway, you'll come to  
the first of many bumps in the track. These bumps are basically a short rise and  
fall in the track. They don't slow you down that much, but if you are going  
super fast they can cause you to lose control and crash, which is never a good  
thing. Anyway, there are four item boxes resting on the bump, so grab one of  
them. Next, there is some more straight track, and then a turn to the right. The  
turn shouldn't give you much trouble at all. You also need to know that there is  
no wall on the left side of the track during this turn. Well, there is, but the  
sand rises all the way to where it's almost vertical.

This means that if you mess up, there won't be a wall to stop you for a long  
time so you may want to stay in the center. After the turn, you'll go straight  
into a series of short bumps. Not as big as normal. When they end, you'll be on  
a section of straight track. There will then be a turn to the right. You'll  
probably have to hold right on the control stick all the way to make this turn  
without taking the complete outside. You should see a ramp with a couple of  
speed boosts on it in front of you. This is one of the few ramps here that  
you'll have to go over. You'll always end up having to jump through a ring of  
flame, and there is always an item box in the center of the flame for you to  
grab.

So head forward, and hit the dash pads. Fly through the fire hoop and grab the  
double item box. If, by some chance, you mess up and end up hitting the flames,



you'll spin out in the air and drop like a rock. You'll then have to go over two large bumps, and this can cause you to lose time. Take the turn to the right here. It's long, and you'll probably have to hold right all the way on the control stick to complete it. This turn is also somewhat like half of a halfpipe, so the left side rises to where the sand is vertical. Shortly after the turn, you'll come to a straightaway. During this straightaway, there is a small "ditch". These ditches are basically a small hill going down, a TINY area of straight track, and then a small hill going up.

Nothing major you have to worry about at all. Once you are past the ditch, there is another ramp with speed boosts. This is a bigger ramp, and there are more speed boosts this time. Hit the ramp and go through the hoop of flames. Grab the item box that's in the center. Oh yes, if you hit the flames here, you'll spin out in the air again and fall straight down, this time on a grate, which seems to be the only area here that isn't made out of sand. There are no obstacles or anything on the grate, it's just a plain straightaway. Once you land, go down the hill and you'll notice some oily substance to the left of you. Well, it looks like oil, but you don't slip; you just slow down. Avoid the "oil" and take the turn to the left.

This is another "half halfpipe" turn. The turn is nothing major. It's somewhat long, and you only need to tap the control stick a little bit to the left each time. Make sure not to take the outside, because that part's the "half" or the half pipe and it'll make you lose time. Once you are through with the turn, the track becomes, you guessed it, a WHOLE halfpipe! Remind you of any track in F-Zero GX? Anyway, take the turn to the left and you'll enter hell's gates. Yes, this is the area that will rule all other areas with obstacles. There are pipes sticking out of each side of the halfpipe, with Piranha Plants in them that will chomp at you and eat you. There are also spinning flame lines (I can't describe them any way else!).

These guys are basically a peace sign without the circle part spinning. Okay, that's the best description I have. And they're made of flames. Alone, they're easy to avoid, but pretty tough when you have to avoid PIRANHA PLANTS too! Grrr... Anyway, I guess Nintendo realized that this would be a frustrating area, so they made it a straightaway. Good. Anyway, first you'll have to survive a spinning flame, and right after that is a Piranha Plant located on the left side. To avoid both of these dudes, shift to the right side of the halfpipe. There are four item boxes here, too, just in case someone's ahead of you. Next, shift back to the center and avoid another spinning flame dude. Now shift to the left.

By doing that, you'll avoid a Piranha Plant and there is another four item boxes. Next, shift to the left once more to the left to avoid a final, desperate, Piranha Plant. Okay, you're free of obstacles now. Joy. Take the tiny turn to the left and then there will be a straightaway. Go down the "ditch" and then up the bump, then repeat. Go down the straightaway, then take the difficult turn to the right that you will probably need to hold both L and R on. There is some "oil" here now, so be careful. Take the evil turn to the left, and then take the straightaway. Next, there is a turn to the right, but it shouldn't give you any trouble at all. There is then one more straightaway, and then one final ramp.

This is the biggest ramp in the track, and there is one dreaded thing: if you mess up by hitting the flames, you fall into a much earlier part of the track. Remind you of any track from Mario Kart 64? Anyway, grab the item through the flames and then go down the straightaway and pass through the start/finish.

GOOD PLACES TO DROP BANNANAS/FAKE ITEM BOXES

-before any jump. Like when you're on a ramp, drop it right before you go off.

If they hit it, they mess up.

-during the long series of Piranha Plants and spinning flames.

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THERE ARE NO ALTERNATE PATHS THAT I HAVE DISCOVERED ON THIS TRACK  
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+=====+  
| STAR CUP D104 |  
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><><><><><> SHERBERT LAND <><><><><><>  
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-----DIFFICULTY: \*\*\*\*----- SC101

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BRIEF SUMMARY
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This can be a very difficult track if you're racing it for the first time and aren't that good. So, you should practice it on Time Trial before you actually tackle it. It can be pretty difficult and it's especially frustrating if you keep messing up. As the name suggests, this track takes place in an icy area, with some ice skating Shy Guys and the little freeze dudes that appeared in Mario Bros. They can be annoying, but what's really annoying is a new type of obstacle, that can't be avoided, only mastered: ice. Yeah, it is frustrating, but you'll get used to it eventually.

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TRACK GUIDE
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Okay, you'll start on an average sized straightaway. Let me note that on each side there is some rocks, and above those rocks is some pretty thick snow that will slow you down about ten MPH. Okay, once you've gone down the straightaway, you'll come to a turn to the right. This turn isn't difficult at all, and you shouldn't have to do anything but hold the control stick slightly to the right for a brief amount of time and you'll get through. Once you're done with that turn, there will be four item boxes all lined up nicely for you to grab. Get an item and then take the turn to the left. It is basically the same as the turn to the right, since it doesn't present any type of challenge and you should get through easily.

Now you'll come to hell's obstacle: ice. Yes, on ice you can slip wildly, making your handling terrible. Also, there are always Shy Guys/ice blocks on the ice which are dangerous obstacles. So you have to keep control of your kart while avoiding obstacles at the same time... grr, that's brutal. Anyway, the frustrating thing about the ice here is that on the right side, there is a pond and you can very easily slip off and into the pond, causing the screen to blacken and forcing poor Lakitu to get you out of the freezing water. You can also hit an obstacle and spin out into the pond, so avoid those as best you can, too. This icy path basically takes place on the complete left side of the track, since the right side is made up of the pond.

The ice is a turn to the left, so stay in between the center and the outside of the turn to avoid the pond. Also make sure you avoid the blue, ice-skating, Shy Guys because they can mess you up. Once you complete that turn, the whole track will become covered in ice (the pond will disappear), and you just need to get back in the center and aim toward the snowy area at the end. Make sure you avoid the red Shy Guys near the left corner, however. Once you get through with the ice, you'll come to a couple of item boxes moving back and forth on the track.

Grab one if you've used an item already. You'll now enter and icy tunnel. The think snow on both sides of the track will have disappeared, and they will be replaced by simple rails.

The cave is basically a big turn to the right that shouldn't give you any trouble at all. Just stay in the center, avoiding the other karts. There aren't any obstacles during the turn, and no ice comes along so it should be simple. Next, the track will begin to form a very shallow turn to the left. To the left of the center, you'll spot an ice pillar from the floor to the ceiling. To the left of that is a tight spot that you can get through, and it holds an item box. To the right is an open spot for you to go through, and it contains two item boxes. I suggest taking the path to the left of the pillar, since you should still be able to get through easily, even if it is a tighter spot than the right.

Besides, you'll be able to shave off a second by taking the inside track. Once you're past that part, the shallow turn to the left will continue, and the track will start to head slightly downhill. Once you're done with the downhill part of the track, there will be a very shallow turn to the right. That lasts for the rest of the cave. Once you're out of the cave, there will be a hard turn to the left that will require you to hold the control stick all the way to the left. Past that, there is a medium-sized straightaway that you should take. Next is a hard turn to the right that will require you to hold right on the control stick all the way. Continue down the rest of the snowy straightaway, and you'll come to the second icy area.

Joy. This contains ice blocks. You know what ice blocks do? Okay, they're possibly one of the most annoying obstacles in the game. If you touch an ice block, your kart and your characters will freeze instantly and the ice will make them slide to the edge of the track. When you finally thaw, it'll take about a second and a half to get moving again, and then you have to use up another second and a half getting back your speed. Yeah, they're wonderful, aren't they? \\_/ So anyway, once you get onto the icy area, you'll see two ice blocks to your left. There is one on your right, but none in the center so just stay in the center of the track to avoid being frozen by any of those ice blocks.

Continue to head straight and you'll come to another area with two ice blocks to the left of your kart. Just ignore them and take the small turn to the left. You'll enter one final area with a wonderful three ice blocks that are there to ruin your life. Just take the turn to the right, avoiding them as best you can. Once you finally exit the ice, continue straight onto the start/finish.

GOOD PLACES TO DROP BANNANAS/FAKE ITEM BOXES

- in the center of the turn located at the first icy area.
- on the left side of the pillar in the cave. This will force the rival karts to take the outside track.
- anywhere in the second icy area that's in the center of the ice.

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THERE ARE NO ALTERNATE PATHS ON THIS TRACK THAT I HAVE DISCOVERED  
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=====END OF TRACK=====

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><><><><><><>             MUSHROOM CITY             <><><><><><><>
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-----DIFFICULTY: \*\*\*----- SC102

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BRIEF SUMMARY

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This is the big (it is actually pretty small) city of Mushroom Kingdom. It is like Mushroom Bridge, because there are cars and trucks moving around but, like in Mushroom Bridge, they move at a speed of about ten MPH. The two huge dangers are the Wiggler truck and the bomb car. The Wiggler truck is VERY long and it looks like Wiggler (no, really?), and the bomb car is basically a big bomb riding on wheels so if you hit it, you're blasted up high into the air. Painful. Unlike all of the other tracks, there are many intersections here, just like in a normal city. That means this is going to be a pain to write.

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TRACK GUIDE

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---BIG NOTE---

Due to the many routes on this track, I will be describing how to get to the start/finish in two different ways, each one using a different route. Note that one way isn't necessarily better than the other way.

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### WAY ONE

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You'll start out on a straightaway that will last for a little bit. DON'T go and take the left path, the one with the sign that says "DO NOT ENTER" because you'll go for about three seconds, and then the screen will blacken and Lakitu will have to fetch you out from the tunnel. It's a great way to go if you want to lose at least five seconds. Anyway, go down the straightaway and shift to the right where the arrows are pointing. The straightaway will continue for a little bit more and then there will be a very slight turn to the left (very slight). Grab one of the four item boxes after that and then continue straight some more. You'll come to a turn that will require you to hold the control stick at least halfway.

Sometimes you'll have to hold the control stick all the way. Anyway, go down the long, long straightaway after that, and avoid the sidewalk since right next to it is a streetlamp that you should avoid. Go past the turn to the right and continue going down a very long straightaway. It will last for quite a while. Take the turn to the right at the end. It will require you to at least hold the control stick to the right all the way but if you have a kart with poor acceleration, you'll have to drift. Once you're through with that you'll have to go down another very long straightaway. Go past the turn to the left that appears about halfway through the straightaway. Continue down the straightaway, avoiding cars/trucks.

At the end is a turn to the left. If you hold the control stick all the way to the left you'll make it, but you'll be forced to take the outside so hold L if you want to shave off half a second. Next there is a very, very long straightaway. Go down the whole thing and then you'll come to four item boxes and a turn to the left. Grab an item box and take the shallow turn to the left. The turn shouldn't give you any trouble. After the turn is a turn to the right, which is just like the turn to the left. Go down the short straightaway and then take the long, but shallow turn to the right. It's a simple turn to take; all you have to do is tap the control stick a few times to the right. After that you'll have to go down another long straightaway.

At the end of this straightaway you'll find three item boxes. Grab them and then take the easy turn to the left. Avoid falling into the hole that's located on the right side of the track; Lakitu will have to fetch you out and you'll lose a lot of time. So head down the straightaway on the left side that lasts practically forever, and you'll come to the start/finish.

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WAY TWO  
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You'll start out on a straightaway that will last for a little bit. DON'T go and take the left path, the one with the sign that says "DO NOT ENTER" because you'll go for about three seconds, and then the screen will blacken and Lakitu will have to fetch you out from the tunnel. It's a great way to go if you want to lose at least five seconds. Anyway, go down the straightaway and shift to the right where the arrows are pointing. The straightaway will continue for a little bit more and then there will be a very slight turn to the left (very slight). Grab one of the four item boxes after that and then continue straight some more. You'll come to a turn that will require you to hold the control stick at least halfway.

Sometimes you'll have to hold the control stick all the way. Anyway, go down the long, long straightaway after that, and avoid the sidewalk since right next to it is a streetlamp that you should avoid. After the streetlamp is a turn to the right. Don't ignore it, but take it. It shouldn't give you any problems, and should be quite easy to avoid crashing. There is a straightaway next that is pretty lengthy. Go ALL the way to the end, so that you're on the top side of the wall to your left, and then take the turn to your left. You should be on the right side of the wall. Continue going straight even past the turn to the right. Don't be afraid to go onto the stuff on your right that looks like dirt; it doesn't mess you up. At the end of the long straightaway, you'll come to a turn to the right that might require you to hold the control stick all the way to the right.

After that is a long straightaway. Next, take the turn to the left. Go down the straightaway, avoiding cars/trucks. At the end is a turn to the left. If you hold the control stick all the way to the left you'll make it, but you'll be forced to take the outside so hold L if you want to shave off half a second. Next there is a very, very long straightaway. Go down the whole thing and then you'll come to four item boxes and a turn to the left. Grab an item box and take the shallow turn to the left. The turn shouldn't give you any trouble. After the turn is a turn to the right, which is just like the turn to the left. Go down the short straightaway and then take the long, but shallow turn to the right. It's a simple turn to take.

All you have to do is tap the control stick a few times to the right. After that you'll have to go down another long straightaway. At the end of this straightaway you'll find three item boxes. Grab them and then take the easy turn to the left. Avoid falling into the hole that's located on the right side of the track; Lakitu will have to fetch you out and you'll lose a lot of time. So head down the straightaway on the left side that lasts practically forever, and you'll come to the start/finish.

GOOD PLACES TO DROP BANNANAS/FAKE ITEM BOXES

-in the center of the thin roads that have walls in between them.

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ALTERNATE PATH ONE  
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Pass the first junction where there is a path leading straight and a path leading to the right. Look for a pink path on the right. When you see it, do a hard turn to the right and onto the path. There is a short S-turn that shouldn't give you any trouble and then a straightaway. It'll then pop you back onto the road.

=====END OF TRACK=====



disappear (joy...). Once you are done with the turn to the left there is a small straightaway and the rail on the side of the road will disappear for a moment. That shouldn't be a problem, since it's only on the straightaway, but if you are cutting across the grass because you are using a star you might want to be aware of that. Shortly after the straightaway the rail will appear again and there will be a small turn to the right. After that small turn the track will start to go downhill for a brief moment. Once you reach the bottom there is INSTANTLY a turn to the left.

Be ready for that turn. RIGHT after that turn is a turn to the right, and there is a Piranha Plant snapping where those two turns meet. Stay in the center of the track and pull a hard right to survive the turn. Once that turn is done there is yet another brief turn to the right. Then the track begins to go downhill and the biggest turn in the track will start (it's a turn to the left). On the right side (the outside of the track), there is an area where the floor is made of stone. This area is slightly raised and if you go up it, you'll be taking the WAY outside and you'll lose a lot of time so I highly recommend that you hold both L and R to do a big drift down the turn. You'll have to hold the L and R shoulder buttons AND hold the control stick all the way to the left in order to successfully make this turn.

After that major turn you'll be going down a small straightaway. At the end of that straightaway is a very small turn to the left. Pass that turn and then take the hard turn to the right. Remember that past the grass on this turn, there is no railing so if you have a kart with bad acceleration, I HIGHLY suggest that you hold the L and R shoulder buttons on this turn. Once you're done with the turn you'll be treated to a nice, long straightaway with some items at the end of it. Then is yet another turn to the left that you should take. There are some Piranha Plants snapping at you during this turn, so stay in the center to avoid them. Once you are through with that turn there will be a very brief straightaway and then there will be another turn, this time to the right, which is shallow and short and shouldn't give you any trouble.

Then there will be another brief straightaway, and then the start/finish.

#### GOOD PLACES TO DROP BANNANAS/FAKE ITEM BOXES

- On the inside of the big turn in the track.
- On the one turn near the end of the track that has no rail on the side, drop one in the center.
- In the center of either of the two big caves

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ALTERNATE PATH ONE  
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This is a pretty good shortcut, but you can only use it if you have a mushroom. Once you take the second turn, you should be approaching an area with a cave placed on the main road and a hole in the wall near the cave, past the grass. If you use the mushroom to boost over the grass and through the hole, you can bypass the whole cave. Remember that if you don't have a mushroom, you'll fall into the gap and Lakitu will have to fetch you out of the water.

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ALTERNATE PATH TWO  
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After the cave where the road turns back to the right, there is a grassy hill on the left side of the road. If you jump off the hill toward the water, there is an entrance to a tunnel in the cliffs. This tunnel exits at the big hairpin turn avoiding a good section of track. You must have a Gold Mushroom or Star to do this.

=====END OF TRACK=====

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  ><><><><><>              DK MOUNTAIN              <><><><><><>
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                           -----DIFFICULTY: ***----- SC104
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BRIEF SUMMARY
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DK Mountain is a pretty fun track, that takes place almost entirely on a volcano. You get to be blasted out of a barrel at 200 MPH onto the top of a volcano, and it's all downhill from there. This is a very fun track, but some of the turns may give you trouble, even if you have a kart that excels in acceleration.

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TRACK GUIDE
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You'll start out on a straightaway that lasts for a small amount of time. At the end, the straightaway will start to go uphill. There will then be a turn to the left that will force you to hold down the L shoulder button. As you take the turn, make sure you grab one of the item boxes. The track will start to REALLY go uphill now. Once you are through with the turn to the left, there will be a straightaway. There is then a turn to the right that you will need to hold the R shoulder button on. You still might go onto the grass a little, but you should be back on the actual track in less then half of a second. Once you are through with that turn, you'll have to go up a straightaway. The track is really going uphill by now.

The end of the straightaway is also the end of the hill. There is a HUGE turn to the left here and on the side of the track, you'll see a rising wall. You can go on this wall, but I don't recommend that since you'll be taking the WAYYYYYYYYYYYY outside of the track which will cause you to lose TONS of time. Okay, at the end of the turn you should see the barrel of terror. Well, it's a huge barrel that rockets your characters up to the top of an angry volcano and forces your rear character to hang on to the back of the kart for dear life. So head straight and drive into the barrel of terror. You'll instantly be shot out of it. Your controller will start to rumble like crazy here, and your back character will be screaming.

Oh, and take a look at your speedometer; you will be going close to two-hundred miles per hour here. If you look down, you should see the whole rest of the track below you. That's the thing that you are going to be heading down, after you go down the volcano. Oh yes, once you are near the top of the volcano you'll see an angry face spitting fire out. Ah, Spawn of Satan there. Okay, when you land, you'll notice that the volcano is very bumpy. There is a big turn to the right, right when you land, and you'll have to hold the control stick all the way to the right. At the end, you'll go over a slight bump. Grab one of the item boxes and you'll fly down a drop-off. Well, it's somewhat like a drop-off... There is a small straightaway next.

Go down the little bump, and then go down the bump right after that. Now, instead of following the main track here, cut across by going to the right side of the track and going down all of the bumps. It's very fun and it cuts off some time. Take the turn even when you're on the bumps. You should get back onto the main road right when a downward turn to the left is beginning to form. You should also see some boulders rolling down the side of the hill. Boulders are another thing that you'll have to worry about here. If you are hit by one, it'll cause you to spin out, and they are harder to avoid then it seems. They'll be on





track also has what is arguably the biggest turn in the game (except for one on Rainbow Road which may be bigger). This is going to be a LONG guide, due to the length of this track.

I DO need to note something: it's really fun!

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TRACK GUIDE
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You'll start out on a straightaway. This goes on for a little bit and at the end, there is a turn to your left. You'll probably have to hold the control stick all the way to the left on this turn, since it is pretty tight. After that the track will get pretty thin again, and you'll be driving on your second straightaway. Ahead of you, you'll see your first ramp. Like the ones in Waluigi Stadium, you have to go through a ring of fire that has an item in the center. Unlike Waluigi Stadium, there is nothing below the ring of fire. So if you get hit, you'll fall into the abyss. Just stay straight while going up the ramp and make sure you don't touch any items that someone might've laid out, and you'll get across easily.

Once you are across the gap, there will be a short straightaway. The track will begin to curve to the right, and there will be a very shallow turn to the right. You'll enter a tunnel about halfway through the turn. It's short, and once you get out, the track will become straight again. In the distance you'll see the second ramp with speed boosts. Just stay in the center of the straightaway as you approach it and don't break or do anything crazy on the ramp and you'll get across. Go down the small straightaway on the other side and then there will be a turn to the left. Hold the control stick all the way to the left to get through the turn without crashing. Once the turn ends, the rails on each side of the track will start disappear.

Collect an item from one of the five item boxes and line yourself up in the center of the track to prepare for the next ramp. This one is much bigger than all the others, and you'll have to fly over a big gap with an abyss below you. If you are hit by ANYTHING here, chances are you'll fall. You'll have to aim for the center of the big circular area. Once you land, prepare for a HUGE turn. Go down the little hill and before the turn even starts, hold down the L and R shoulder buttons, and hold the control stick to the left all the way. Even if you do this, there is still a big chance that you'll be forced to take the outside track, unless you have a kart with outstanding acceleration. This turn is also a great place to pull off a few mini-turbos.

Once you're through with that turn, head down the small hill. Shift a little to the right as the track starts to go uphill. This next turn is probably the hardest turn in the track, since there are no rails on each side and you'll have to perform it from an odd angle. Hold down the L and R shoulder buttons just before the turn starts, and then hold the control stick all the way to the left. Remember: don't wait until the actual turn starts. Begin turning a little before the actual turn, otherwise you'll fly off. A heavy kart will have a TON of trouble with this turn. Okay, once you're through the turn of terror, head down the small hill. Take the much easier turn to the left here, and then you should see three speed boosts in front of you.

Hit them and shift to the right a little in the air to avoiding landing right in front of the rails. Grab an item from one of the five item boxes, and then take the turn to the right. You'll probably have to hold the control stick all the way to the right on this turn, unless you want to end up taking the outside and maybe even falling off of the track. Take the much easier turn to the right after you finish the first one, and then there will be ANOTHER turn to the right. On this, I suggest holding R and holding the control stick all the way to

the right or you'll be forced to take the complete outside. Go down the little hill once the turn ends, and the rails on each side of the track will disappear again.

Grab one of the items out of the four item boxes as you head down the straightaway. When you enter a little tunnel, the rails on each side of the track will appear again. There will also be a turn to the right here. You should only have to tap the control stick a couple of times to the right on this turn. Now you'll enter a large area. Here, you can choose to go around the big gap, or use a ramp with speed boosts to go across the gap. I'd choose the latter if I were you. It isn't as hard as you may think. Just make sure you don't hit any items or boost in the air (that usually causes you to fall). Once you get on the other side, go up the hill and instantly hold down the L and R shoulder buttons. Hold the control stick all the way to the left.

You should complete the 90 degree angle turn without crashing. Head down the small tunnel, which is also a very shallow turn to the left. Grab the items that are there. When you exit, the railing on the left side will disappear and there will be a slight turn to the left. In the distance, you'll see the final ramp. This one doesn't have a ring of fire that you have to go through. Instead, there are four item boxes for you to grab. Still, you'll have to deal with a bottomless pit under the items. Once you land on the other side, hold the control stick all the way to the left to take the final turn. Head down the straightaway, and in the distance you should see the start/finish. Okay, typing that wasn't as hard as I thought it would be.

GOOD PLACES TO DROP BANANAS/FAKE ITEM BOXES

- on any of the ramps, drop them right on top of the very last speed boost.
- right after you land from a ramp, drop an item
- on the huge turn, drop an item as you are on the outside
- on the turn with the weird angle

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 ALTERNATE PATH ONE  
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Instead of hitting the ramp to cross the major gap near the end of the track, you can take either the right or left route. They are both the same type of turn, and you should only have to tap the control stick a few times in the direction of the turn to complete them. They are, however, on narrow paths.

=====-END OF TRACK=====

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      ><<<><<<><<<>      DINO DINO JUNGLE      <<<<><<<><<<>
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                       -----DIFFICULTY: ****-----  SPC102
  
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 BRIEF SUMMARY
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Dino Dino Jungle is one of those tracks that is ridiculously hard the first time through, and then you do it a second time and it's incredibly easy. I remember getting eighth place with twenty-two seconds behind the seventh place guy in this track, and then from there on I got first or second. There are just too many different obstacles that you don't expect to see, and you don't recognize them as obstacles. Plus, there's that giant dinosaur stomping his feet and you have to go through him or take the long way around him.

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TRACK GUIDE
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You'll start out on the usual straightaway, but the grass on both sides of the track extend and recede so it looks like the first part is curvy. You should also notice the bumps on both sides of the road. If you are using a light kart, then you can fly over those bumps and lose time. However, the bumps do have some item boxes on them, so if you have a medium or heavy-weight kart then grab some items. After the straightaway the track curves slightly to the left, and then the turn gets harder so you'll have to push the control stick all the way to the left. This turn is freaking LONG so don't slack or anything. About halfway through the turn, there will be five item boxes, so grab an item if you missed the boxes on the bumps.

There is a small section of straight track after the turn, and then there is an instant turn to the right. This turn is pretty easy to take, and you should only have to tap the control stick a few times to the right to complete it. There is then a straightaway. Ahead of you you'll see our favorite dinosaur. It's stomping with some item boxes below its feet. You can either go around the dinosaur, or go through the legs. If you touch a leg, you'll spin out but it isn't that hard. First, the bottom left leg moves, then the bottom right, then the top left, and then the top right moves backwards. It continues in that cycle, and there are four item boxes in between the dino. Get past him and you'll enter a cave.

Go down the cave and then take the turn to the right. It is an easy turn to take. There is then an instant turn to the left which isn't hard at all. You'll now exit the cave. You should see a bridge ahead of you. This bridge has no rails, so don't slip on anything and don't let anyone ram you. Go up and then take the turn to the left. You only need to hold the control stick slightly to the left on this turn. You should see a split in the path, with one path being darker than the other. Take the light path (the one on the right), since that's the main one. I'll cover the other in the "alternate paths" section. Okay, once you've take the split to the right, there will be a very small turn to the right and the bridge will begin to go uphill.

Just tap the control stick ever so slightly a couple of times to take the turn. Once it's over, the bridge is mainly a straightaway, so you won't fall off if you don't get hit by anything. Once the paths merge, you'll enter a second cave. Go down the straightaway here, and then take the turn to the right, which should give you no trouble. Then take the turn to the left, which is equally difficult. You'll now enter a bigger section of the cave, with more space and crystals sticking out of the walls. Also in this area is one of the most annoying obstacles ever created: water spouts. They are in holes that are scattered around the cave, and before they shoot up you'll see some water collecting. They then blast up.

They'll go high up, and stay there for a long period of time. If you hit them while they are active, you'll fly up into the air and land with a thud, just like if you got hit by a Bob-omb, or a Spiny Shell. Avoid these as best you can, since they are everywhere here. Halfway through the cave there is a small turn to the right that shouldn't give you any trouble. It lasts for basically the rest of the cave. At the end, go out of the little window that's near the back. Head down the bridge, being careful not to fall off or to hit the dinosaur. Grab an item at the end of the bridge and then take the drop off down. There is now a U-turn that goes downhill. You'll need to hold both the L and R shoulder buttons, and push the control stick all the way to the left.

If you do that, you should complete the U-turn without a problem. A good thing to do would be to start the turn early, so that you can take the inside. The

rest of the track is basically a straightaway. Avoid the water spouts at the end and you should do well.

GOOD PLACES TO DROP BANANAS/FAKE ITEM BOXES

- at the end, where there are four water spouts. Drop them on one of the water spout areas.
- on the bridge
- on the outside of the U-turn

-----  
 ALTERNATE PATH ONE  
 -----

When you get to the area with the bridge, look to your left. You should see a hidden path with a speed boost at the beginning. This hidden path is VERY narrow, so I suggest you don't take it unless your kart has excellent acceleration AND you're a master at turning. Anyway, hit the speed boost and head down the straightaway. Take the light turn to the right and the paths will merge.

-----  
 ALTERNATE PATH TWO  
 -----

This is the right path (the dark path), in the bridge junction. Head down the small section of straight track, and then take the turn to the right. Grab one of the item boxes, and then take the very small turn to the right that isn't any big deal.

-----  
 ALTERNATE PATH THREE  
 -----

Right when you enter the big cave with the water spouts, hold down the L and R shoulder buttons and pull a hard turn to the right. You should see a bridge that dramatically slows you down when you go on it. So MAKE SURE YOU HAVE A MUSHROOM OR A STAR! Go off the edge of the bridge and if you used a mushroom/star, you should land on the next platform. Just head down the straightaway to get past.

```

><><>-----<><><>
  ><><><><><><>          BOWSER CASTLE          <><><><><><><>
<><><>-----<><><><>
          -----DIFFICULTY: ****----- SPC103
  
```

~~~~~  
 BRIEF SUMMARY
 ~~~~~

No Mario Kart game is complete without Bowser Castle! And this is no exception! This is probably one of the best Bowser Castle stages Nintendo has made and trust me, it's fun (although I hated drawing the map). There's a really cool shortcut in here also, although it's EXTREMELY risky. Then there's, of course, the traditional Thwomps that populate the halls and the regular fire obstacles. Yup, this is one good track, although hard the first time through.

~~~~~  
 TRACK GUIDE
 ~~~~~

You'll start out going on a straightaway, and then you'll hit a bridge. This bridge doesn't slow you down at all, but there are no rails on each side and it's pretty thin. Considering that everyone is going to be on the bridge at once since it'll be the start of the race, a single bump can throw you off. Once you are across that bridge you'll enter the castle itself. Ahead of you you'll see two different paths that are EXACTLY alike. Choose either one, and go up the

stairs. Grab one of the items and then you should notice a familiar nemesis: thwomps. They are only in the center, and there are two of them in each hallway. The annoying thing about them is that they are large and you have a very narrow area if on each side of the thwomps.

Still, you can simply go under them when they are being raised, or just go straight through with a star. Once you are past the second thwomp the paths will merge and there will be a short straightaway. Then there will be a turn to the left. If you want to take the outside, just hold the control stick all the way to the left. If you want to take the inside, hold the control stick all the way to the left while holding down the L shoulder button. You'll be in another hallway with more thwomps. Yay. There are still only two, and there is a small distance between the thwomps and the walls. Still, you can fit through the tight spot without too much trouble. Once you are past the hallway, there will be another turn to the left, and this one isn't as difficult.

Head down the stairs and you'll be in an area with flames jumping around and a pit in the center. If you fall in this pit, you fall in the lava (I went in my first time through because I thought it was a shortcut). Just go around the pit but there are still dangers! The flames that jump out of the lava can hit you, and if they do, you'll spin out. The bad thing here is that there are no rails, so spinning out usually causes you to fall off the edge, which is never good. Past the pit, in the center, is a ramp with some speed boosts on it. Hit it, and you'll have to go over a pretty large gap to the other side. If you get hit by a shell, or are struck by lightning, you will spin out in the air and drop. However, that's rare.

Once you land you'll be forced to go up a VERY large turn to the left, similar to the one in Wario's Coliseum. This turn is going upward instead of downward, though. To get past easily, just hold the L and R shoulder buttons and the control stick all the way to the left. If you want to take the inside, make sure you start turning before the actual turn. You can pull off a couple of mini-turbos here also. When you get to the top, there is a small straightaway and then you'll enter a circular room. Here is the Spinning Flame Wall of Death (TM) that you have to avoid. In between the flames there are gaps, and you can take a risk and try to go through. However, you'll probably end up hitting the flames unless the Wall is at a perfect angle.

If you hit a flame, you'll spin out. Also, there are item boxes in between the flames as a reward for getting through it. Once you're through with that room, head out and take the turn to the left. You'll now exit the castle and be outside. Head down the straightaway and then take the turn to the left. The right side here is railless, so be careful not to fall or anything. You'll have to shift towards the left part of the track to be able to go up the next hill. At the top of that hill is a U-turn. Hold both shoulder buttons and hold the control stick all the way to the left to get past it. Head down the straightaway and up the hill. It'd also be good to grab an item or two. Take the turn to the left.

This turn will require you to hold both shoulder buttons, simply because it's so tight and long. Head down the straightaway and then take the next U-turn, which is to the right this time. Head down the staircase here and the rails on the right side will disappear. As you head down the straightaway, you should notice a Bowser head spitting flames out. Just move left and right to avoid the flames. Once you reach the end of the straightaway, you can take a shortcut. It's very dangerous though, so do it only if you are up to taking a risk. Drop off the platform by going off the little railless area at the end of the straightaway. It will put you down to the lower level, allowing you to skip a HUGE turn. However, there's one big thing.







staying away from the other guys and throwing items behind you. During Bob-omb Blast, you can hid behind the big chips and hurl bombs.

```
><><-----<><>
><><><><><><>          BLOCK CITY          <><><><><><>
<><><-----<><>
```

BA104

This area has a lot of good places to hide, since there are four major blocks that can conceal you. In the center, there are many item boxes and in one corner, there is a dead end that contains many item boxes. You don't want to be caught in that dead end when being chased, so go there to grab items only if you have no other choice. You can cut through the big yellow block to escape if need be, but there are no other real shortcuts. You can't climb on blocks either; you must go around them.

```
><><-----<><>
><><><><><><>          LUIGI'S MANSION          <><><><><><>
<><><-----<><>
```

BA103

This area has three floors, making it what is probably the biggest battle arena in the game. Everyone starts out on the middle floor, and from there, there is one route to the upper level and three routes to the lower level. The upper level contains no items at all; it has a huge hole in the center of it which, when you fall down it, leads to the middle floor. A good thing to do on the top floor would be to stand on one side and hurl items down the hole. That way, the people in the middle won't expect anything since you're on the top floor. In the middle, there are item boxes everywhere, and that's probably going to be your main source to get items. If you head down to the lower level, you'll find many hallways.

You can use these hallways to escape, although two people can corner you here.

```
><><-----<><>
><><><><><><>          NINTENDO GAMECUBE          <><><><><><>
<><><-----<><>
```

BA101

This is simply the top of a giant Nintendo Gamecube. There are item boxes in the corners and many item boxes in the center. There is really no place to hide here, so you'll just have to go out in a free for all. It can be a very fun place to have Bob-omb battles, since everyone can see everyone else and there's explosions everywhere.

```
><><-----<><>
><><><><><><>          PIPE PLAZA          <><><><><><>
<><><-----<><>
```

BA102

This is a fun battle arena, since you can go in warp pipes to appear in different places of the arena. It's like in Pac Man; you have no escape from an area, so you just go through the warp and you're on the other side. The good (or bad, you can decide) thing here is that if someone throws items in the pipe after you go in the pipe, the items don't pop out on the other end. You can form strategies by going in and out of these pipes, and it's very fun. There are items pretty much everywhere here, so you don't have to worry about not finding items.

```
><><-----<><>
```

<><>-----<><>

BA106

This is a unique, and very fun, level. It takes place on top of a giant 8-bit Mario (remember, from Super Mario Brothers) that tilts. It doesn't seem to tilt depending on where your characters are located, but it still tilts which adds some depth to this level. It's also very large, but there aren't any places to hide. One cool thing about this is that when the level tips, the items tip with it so if you don't have any items, make sure to grab one before they all go down! Item boxes will continuously fall from the sky, so grab any you need! In the Shine battles, the Shine won't tip when the arena does.

=====  
| ~~~~~  
| |%%%% Maps of Tracks %%%%| E101  
| ~~~~~  
=====

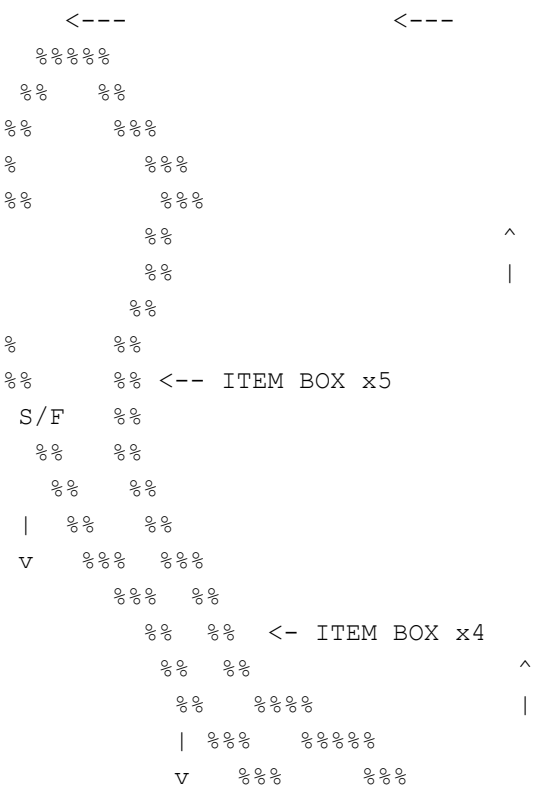
This part will list the maps of all the tracks. Each track will be drawn out of a different ASCII symbol. The symbol is what the actual track is. This guide doesn't show shortcuts, since the map in the game doesn't show them. It also doesn't show item boxes or speed boosts. The arrows show which direction you'll head. The S/F symbol represents the start/finish.

I'll also mark item boxes and shortcuts. Sometimes I'll abbreviate item boxes by putting IB instead of ITEM BOX. For shortcuts I'll just have an arrow pointing in the direction of the shortcut.

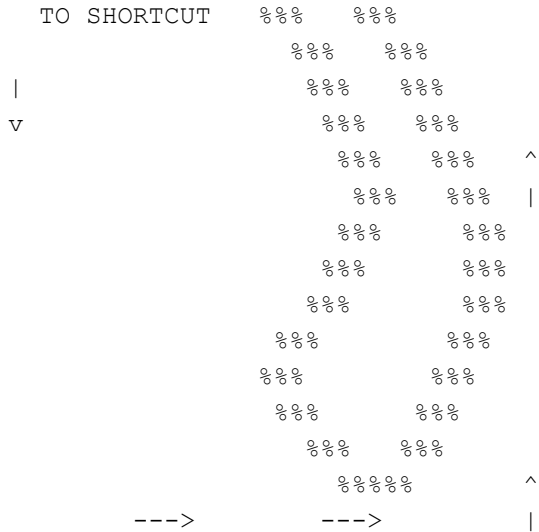
+====+-----+====+  
| MUSHROOM CUP E102 |  
+====+-----+====+

><><-----<><>  
><><><><><><> LUIGI CIRCUIT <><><><><><>  
<><>-----<><>

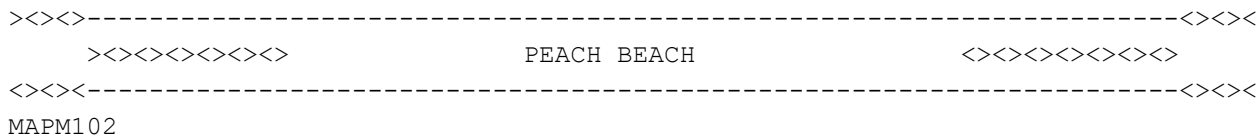
MAPM101



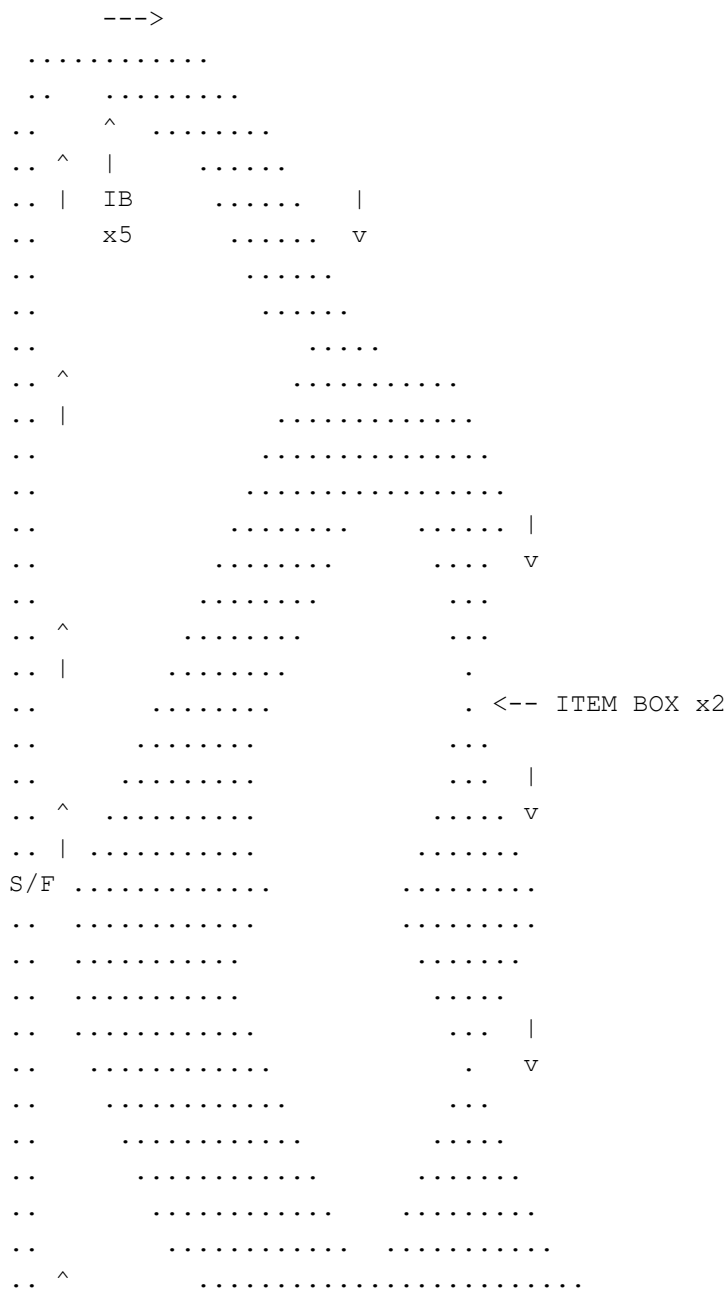
TO SHORTCUT



The %%% symbols are the actual track.



MAPM102



```

.. | .....
..      .....
..      .....
..      .... <- IB x6 ..... |
..      .....          ..... v
.. ^      .....
.. |      .....
..      .....
..-|      .....
.. |      .....
.. |      .....
.. -IB x6 .....
.. |      .....          |
.. ^      .....          v
.. |      .....
..-|      .....
..      .....
.....
.....
.....          |
.....          v
.....
<---          <---

```

The ... symbols are the actual track.

```

><><>-----<><><
    ><><><><><><>          BABY PARK          <><><><><><><>
<><><><-----<><><>
MAPM103

```

```

IB x7 *****
      *****
| *****
v *****
*****
***** ---> *****
***** | *****
***** v *****
***** ^ *****
***** | *****
***** *****
***** ^ | *****
START/FINISH | v *****
*****
*****
*****
*****
***** <--- ***** <-- ITEM BOX x7
*****
*****
*****
*****

```

The \*\*\* symbols are the actual track.

```

><><>-----<><><

```

<><>-----<><>

MAPM104

```

IB x4 |                IB x4
      v                |
      .....          ..... v
      ....  ....  ....  ....
      ....  .....  .....  ....
      ....  ---->    ---->    ....
      ....
      ....
      ....          | .....
      .... ^        v .....
      .... |        .....
      ....          .....
      ....          .....
-S/F-    | .....
      ....          v    <-- ITEM BOX x4
      ....
      ....
      .... ^
      .... |    <---
      ....
      ....
      ....          <-- ITEM BOX x1
.....
.....
^ .....
| .....
IB ..... <-- SCATTERED ITEM BOXES
x4 .....
.....

```

The ```` symbols are the actual track. The big area that is in the upper-right corner is mostly made up of quicksand.

```

+====+-----+====+
|                FLOWER CUP  E103                |
+====+-----+====+

```

><><>-----<><>

<><>-----<><>

MAPF101

```

      iiiiii
      /iii  iii
ITEM BOX /iii  iii
      (x3) ->/iii <--  iii
      /iii  iii
      /iii  iiiii---> TO SHORTCUT
      /iii  ^  iii
      /iii  |  iii
      iii |   ii
      iii v  -S/F-
---> iii    ii
      ^  iii  ii-|
      |  iii  ^  ii |
      iii  |  ii |

```

```

^      iii      ii |
|      iii      ii |
      iii      ii |
^      iii      ii |
|      iii      ii |
SHORTCUT      iii      ii |
      iii      ii |
      iii      ^ ii |
      iii      | ii |
      iii      ii |
      iii      ii | <- ITEM BOX x3
ITEM -> iii      ii |
BOX x3 iii |      ii |
      iii v      ii |
      iii      ii |
      iii      ii ----MUSHROOM BRIDGE (CONTAINS BOOST PADS)
      iii      ii |
      iii      ii-|
      iii      ii
      iii -->   iii
      iii      iii
      iii      iii
      iii      iii
      iiiiii

```

The iii symbols are the actual track.

```

><><>-----<><><
  ><><><><><><>          MARIO CIRCUIT          <><><><><><><>
<><><>-----<><><
MAPF102

```

```

      %%%%%%%%%
      %%% <-- %%%
      %%%      %%%
      %%%      %%%
      %%%      %%%
      %%% |      %%% %%%%%%%%%
      %%% v      %%% %%% %%%
      %%%      %%% %%% <- %%%
      %%%      %%% %%% %%% <- ITEM BOX x5
      %%%      %%%%%%%%% %%%
      %%% <- ITEM BOX x4 %%%
      %%%      %%%
      %%%      ^ %%%
      %%%      | %%%
      %%% |      %%%
      %%% v      %%%
      %%%      %%%
      %%%      S/F
      %%%      %%%
      %%%      ^ %%%
      %%%      | %%%
      %%%      %%%
      %%%      %%%
      %%%      %%%
      %%% |      %%%
      %%% v      %%%
      %%%      %%%

```

```

%%%                               %%%
%%%                               %%%
%%%                               ^ %%%
%%%                               | %%%
%%%   --->                       %%%
%%%                               %%%
%%%   Goombas                     %%%
%%%   |   %%% %%% %%% %%% %%% %%%
%%% |---v---| %%% %%% %%% %%%
%%% %%% %%% %%% %%% %%% %%%
%%%   %%%
%%%   %%% <- ITEM BOX x6
%%%   %%%
%%%   %%%
%%% %%% %%%

```

The %%% symbols are the actual track.

```

><><>-----<><><
  ><><><><><><>          DAISY CRUSIER          <><><><><><><>
<><><<-----<><><<

```

MAPF103

IB x5

```

-> .....
  ...   ...
  ... --> ...
  ...   ...
  ...   ...
  ...   ...
.....   | ...
.....   v ...
..      ...
.. ^    ...
.. |    ...
.....   ...
.....   | ...
  ...   V ...
  ... ^    ...
  ... |    ...
  ...   ...
  ...   ...
  ... <-- ... <--
..... |...|.....
..... |S/F|.....
      ...   ...   ^
      | ...   ...   |
      v ...   ...
      ...   .....
      ...   .....
      ... IB x2... SHORTCUT (drop down hole)
| ... -> ... <---
v .../.....
  .../..... ^
  ...|...   |
| ...|.....
v ...|..... <-- SLIDING TABLES (use caution)
IB ...|.....
x6 ->...|..... ^
| ...|..... |

```



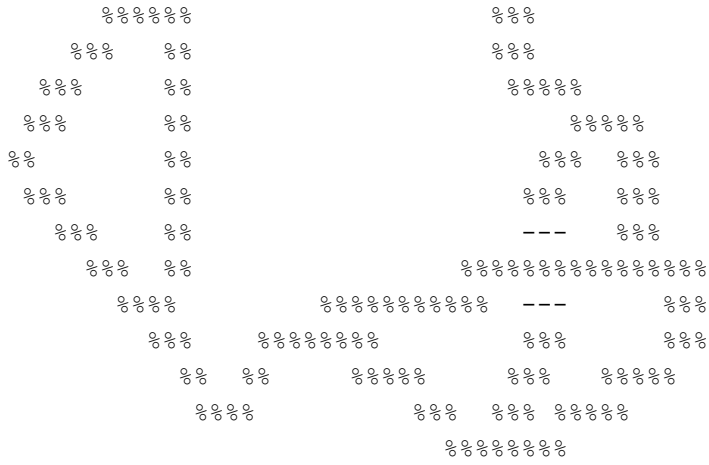










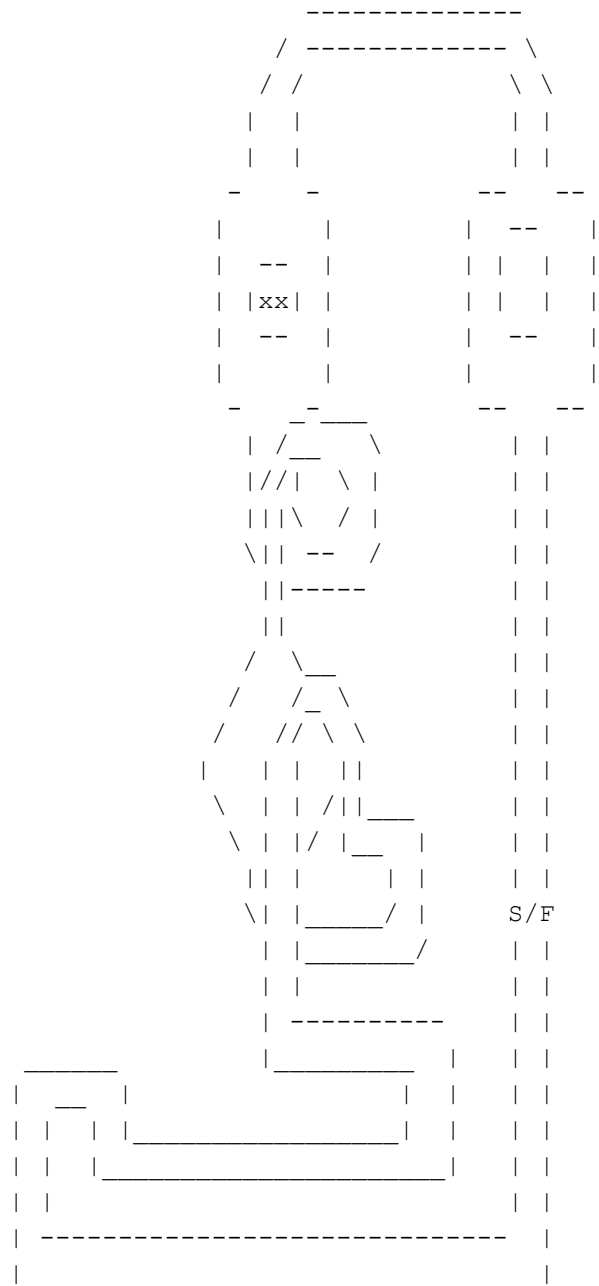


The %% symbols are the actual track.

ITEM LOCATIONS, PATH DIRECTIONS, AND SHORTCUTS COMING SOON!

```

><><-----<><><
  ><><><><><><          BOWSER CASTLE          <><><><><><>
<><><-----<><><
MAPSP103
  
```

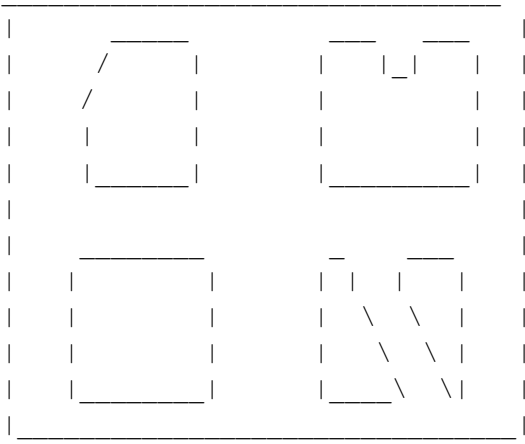










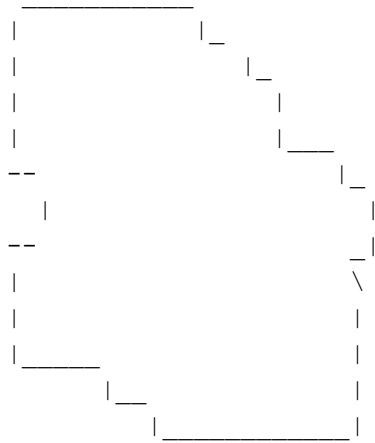


```

><<<>-----<><<<
  ><<<<<<<<<<>          TILT-A-KART          <<<<<<<<<<<<<
<><<<<-----<><<<<<

```

MAPBA106



Although it may not look like it, this is the outline of an 8-bit Mario. Cool, huh?

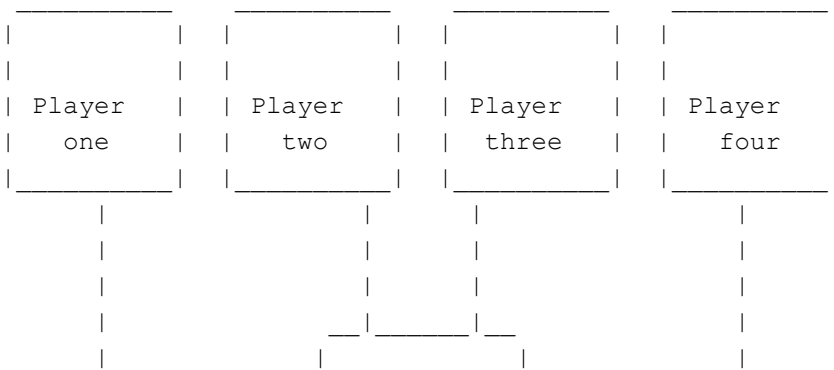
```

=====
|                                     |
|          ~~~~~~                    |
|          |%%%%%      LAN setup      %%%%|   F101   |
|          ~~~~~~                    |
|                                     |
=====

```

LAN setup is a way for eight people to play at once, so no computer players on the track. That means some REAL competition. This part of the guide will tell you what you need for LAN setup and how to do it.

There are two ways to do LAN setup. The first is the HUB way:





One (1) 10BASE-T HUB compatible cross cable

-----  
How to connect  
-----

- (1) Make sure all Gamecubes are turned OFF. Connect your LAN cables to each Broadband adapter.
- (2) Put in the two Mario Kart: Double Dash!! discs into each Gamecube.
- (3) Turn both Gamecubes on.
- (4) Choose your type of game mode.

~~~~~  
Game modes
~~~~~

Here are the game modes you can do when playing LAN.

-----  
Start Game  
-----

Begin the game.

-----  
Select Mode  
-----

You can choose different game modes here.

You can play Versus, Balloon Battle, or Shine Thief. In Versus mode, you can choose the number of laps and the difficulty. You can also choose the order of the tracks that will be played, or do all tracks randomly. You will have the option of splitting the screen up, too, but that won't work if you have five+ Nintendo Gamecubes being used. You have the option of turning Co-op on or off.

-----  
Quit LAN Mode  
-----

You can quit playing LAN mode.

~~~~~  
ONLINE PLAY
~~~~~

Yes, this game is online! The good 'ol people at [www.warppipe.com](http://www.warppipe.com) have figured out a way to get online, while the game thinks it's doing LAN mode. Here are some questions and answers about online play.

Q: Is this free?

A: Yes, this game online is totally free.

Q: What do I need to download it.

A: Well, go to [www.warppipe.com](http://www.warppipe.com) and choose downloads. Download the appropriate one that'll work for your computer.

Q: Since the game thinks it's playing LAN, can I only play people in my area?

A: Nope. You can play people from around the world.

Q: Are there any slowdowns?

A: There is a few, but if you have a nice broadband connection, you'll barely notice them.

Q: Are people ALWAYS online?

A: Well, not ALWAYS. First you have to get the IP address of the person you want

to play against and record it into the program that you downloaded.

Q: Do I need a Broadband Adapter?

A: Yes.

To find out more, go to [www.warppipe.com](http://www.warppipe.com)

```
=====
|                                     |
|                                     |
|          %%% Character quotes %%%          |
|                                     |
|                                     |
=====
```

-----

Mario

-----

Select character: Marrio!

Switch character: It's-a-Mario time!

First place finish:

Second or third place finish: Okey-dokey! Mario get you next time!

Fourth+ place finish: Oohhhh... mammamia!

Being dragged: Ah ah ah! OOOOOOOOOHH! Owowowowowow!

Throwing an item: Take that!

Starting boost: YA-HOOOO!

-----

Luigi

-----

Select character: Luigi!

Switch character: All right!

First place finish: Oh yeah! Who's number one now? Me!

Second or third place finish: Hey, that's-a-pretty good! Oh yeah!

Fourth+ place finish: Wahhhhhhhhhh! Oh well! Next time!

Being dragged: Ow ow ow ow ow! Owowowowow!

Throwing an item: Yeah!

Starting boost: Here we goooooooooo!

-----

Peach

-----

Select character: Peach!

Switch character: Peach!

First place finish: Oh, yes! Lucky me!

Second or third place finish: Oh! Next time, it's mine!

Fourth+ place finish: Woah! I can't believe I lost!

Being dragged: WOAHHHHH! Woah!

Throwing an item: Hey!

Starting boost: Wooooooooo-AH!

-----

Daisy

-----

Select character: Dai-sy!

Switch character: Hi! I'm Daisy!

First place finish: Yeee-haw! Hi, I'm Daisy!

Second or third place finish: Yeah! Not too bad, right?

Fourth+ place finish: Ohhhhh! Brutal!

Being dragged: Woah-oah-oah! NOOOOOOOOOOOOOO!

Throwing an item: Yo!

Starting boost: Woohoo!

-----

Yoshi

-----

Select character: Yoshi!  
Switch character: Yoshi!  
First place finish: (odd sound)  
Second or third place finish: Woah! (odd sound)  
Fourth+ place finish: Awowowowowowowowow! Yoshi!  
Being dragged: Awowowowowowowowow!  
Throwing an item: Wah!  
Starting boost: Yoshi!

-----

Birdo

-----

Select character: Bird-o!  
Switch character: Woah!  
First place finish: (odd sound)  
Second or third place finish: (odd sound)  
Fourth+ place finish: (odd sound)  
Being dragged: (odd sound)  
Throwing an item: (odd sound)  
Starting boost: Woah!

-----

Baby Mario

-----

Select character: Babeeeee Mario!  
Switch character: Baby Mario!  
First place finish: Woohoo! Baby Mario win!  
Second or third place finish: Ah! Not bad..... for a baby!  
Fourth+ place finish: No no no no no! Mammamia!  
Being dragged: Waah! Waah! No no no no no!  
Throwing an item: Ah!  
Starting boost: Hee hee!

-----

Baby Luigi

-----

Select character: Baby weegie! Heh heh...  
Switch character: Uh-oh! Baby weegie time!  
First place finish: Checkered flag for baby weegie!  
Second or third place finish: Baby weegie number... not one!  
Fourth+ place finish: Dada! Wahhhhhhhhhhhhhhh!  
Being dragged: WAHHHHHHHHHHHHHHHHHHHH!  
Throwing an item: Yah!  
Starting boost: Wo-AHHHHHHHH!

-----

Toad

-----

Select character: Hi!  
Switch character: Ha!  
First place finish: Wa haha! I'm the best!  
Second or third place finish: Okay! Hahaha!  
Fourth+ place finish: No no noooooo no! Awwwwww...  
Being dragged: Augh! No no noooooo no!  
Throwing an item: Ha!  
Starting boost: Wa haha!

-----  
Toadette

-----

Select character: Hi!  
Switch character: Oh!  
First place finish: Woohoo! I'm the winner!  
Second or third place finish: Not bad! (Laugh) Yee-haw!  
Fourth+ place finish: Wow! Wow! Wow! Why me?  
Being dragged: Wow! Wow! Wow! Woaaaaaaaah!  
Throwing an item: Oh!  
Starting boost: Woohoo!

-----  
KOOPA

-----

Select character: (odd sound)  
Switch character: (odd sound)  
First place finish: (odd sound)  
Second or third place finish: (odd sound)  
Fourth+ place finish: (odd sound)  
Being dragged: (odd sound)  
Throwing an item: (odd sound)  
Starting boost: (odd sound)

-----  
PATROOPA

-----

Select character: (odd sound)  
Switch character: (odd sound)  
First place finish: (odd sound)  
Second or third place finish: (odd sound)  
Fourth+ place finish: (odd sound)  
Being dragged: (odd sound)  
Throwing an item: (odd sound)  
Starting boost: (odd sound)

-----  
DONKEY KONG

-----

Select character: DK!  
Switch character: DK!  
First place finish: Ho ho! Ho ho!  
Second or third place finish: (odd sound)  
Fourth+ place finish: (odd sound)  
Being dragged: (moaning)  
Throwing an item: Oh!  
Starting boost: Ho ho!

-----  
DIDDY KONG

-----

Select character: Ha ha!  
Switch character: Ha ha!  
First place finish: Oooh ah!  
Second or third place finish: (odd sound)  
Fourth+ place finish: (odd sound)  
Being dragged: Augh! Augh! Augh!  
Throwing an item: Ha!  
Starting boost: Ha ha!

-----  
BOWSER

-----  
Select character: (growls)  
Switch character: (growls)  
First place finish: (growls)  
Second or third place finish: (growls)  
Fourth+ place finish: (angry growl)  
Being dragged: (moans)  
Throwing an item: (growls)  
Starting boost: (growls)

-----  
BABY BOWSER

-----  
Select character: Heh heh heh heh heh!  
Switch character: Yeah!  
First place finish: Weeeeeeeeeee! Yeah!  
Second or third place finish: Oh no!  
Fourth+ place finish: (cries)  
Being dragged: Oh ow! Oh oh!  
Throwing an item: (laugh)  
Starting boost: Yeah!

-----  
WARIO

-----  
Select character: Wario!  
Switch character: Wario time!  
First place finish: Oh yeah! Wario wins!  
Second or third place finish: I get you next time!  
Fourth+ place finish: I LOST! To a bunch of losers!  
Being dragged: Owwww-ahhhhhh!  
Throwing an item: Yeah!  
Starting boost: Here we go!

-----  
WALUIGI

-----  
Select character: Waluigi!  
Switch character: Waluigi time!  
First place finish: Waluigi number one!  
Second or third place finish: Waluigi no win this time!  
Fourth+ place finish: We're such losers!  
Being dragged: Wah wah! Ohhh-ahhhhhhhh!  
Throwing an item: Wah!  
Starting boost: Wah!

-----  
PETEY PIRHANA

-----  
Select character: (odd sound)  
Switch character: (odd sound)  
First place finish: (odd sound)  
Second or third place finish: (odd sound)  
Fourth+ place finish: (odd sound)  
Being dragged: (odd sound)  
Throwing an item: (odd sound)  
Starting boost: (odd sound)

-----  
KING BOO  
-----

Select character: (odd sound)  
Switch character: (odd sound)  
First place finish: (odd sound)  
Second or third place finish: (odd sound)  
Fourth+ place finish: (odd sound)  
Being dragged: (odd sound)  
Throwing an item: (odd sound)  
Starting boost: (odd sound)

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|  | %%%% Secrets H101 %%%% |  |
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~~~~~  
Mushroom Cup H102
~~~~~

-----  
50cc  
-----  
Green Fire (kart)

-----  
100cc  
-----  
Rattle Buggy (kart)

-----  
150cc  
-----  
Luigi's Mansion (Battle stage)

-----  
Mirror  
-----  
Toadette Kart (kart)

~~~~~  
Flower Cup
~~~~~

-----  
50cc  
-----  
Bloom Coach (kart)

-----  
100cc  
-----  
Waluigi Racer (kart)

-----  
150cc  
-----



Turbo Birdo (kart)

-----  
Mirror

-----  
Tilt-a-Kart (Battle stage)

~~~~~  
Star Cup
~~~~~

-----  
50cc  
-----

Para Wing (kart)

-----  
100cc  
-----

Special Cup (cup)

-----  
150cc  
-----

Barrel Train (kart)

-----  
Mirror

-----  
Petey Piranha and King Boo (racers), Piranha Pipes (kart)

~~~~~  
Special Cup H103
~~~~~

-----  
50cc  
-----

Bullet Blaster (kart)

-----  
100cc  
-----

Toad and Toadette (racers), Toad Kart (kart)

-----  
150cc  
-----

All Cup Tour (cup)

-----  
Mirror

-----  
Boo Pipes (kart)

~~~~~  
All Cup Tour
~~~~~

-----

50cc

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N/A

-----

100cc

-----

N/A

-----

150cc

-----

Mirror Mode (special mode)

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Mirror

-----

Parade Kart (kart)

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Additional

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Get a gold in everything to get an extra title screen and extra finish screen.

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|          ~~~~~                      |
|          |%%%%%      Contact      I101 %%%%%|          |
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My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean full cup guides, because if it isn't there I haven't gotten to them yet but I will. It means additional TIPS on beating a track or correcting information that I messed up. Secrets are TOTALLY accepted.

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

Asking permission to use this FAQ. No, you can't, so don't bother. Only four sites, which I have listed at the top of the guide, can use this FAQ.

Praise/Hate mail. Yes I appreciate it if you praise my FAQ. No I don't appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of \*\*\*\* ever created! It sucks!" Those two things just fill up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You

used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is:  
cskull@frogdesign.com

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|                                     ~~~~~~|
|                |#####     Credits  J101 #####|
|                                     ~~~~~~|
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These are the people I have to give credit to:

CJayC, for posting this on his awesome game site

Nintendo, for not forgetting that Mario Kart should live on, and making this awesome game.

scurty, for the nice ASCII art at the beginning.

Jeff M.- he corrected a small mistake that I made

Bart Z.-gave me two more alternate paths

Chuck E.- gave me a shortcut

REST OF FAQ COMING SOON!

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You can check out all of my other work at:

<http://www.gamefaqs.com/features/recognition/11408.html>

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